100% SNES

INSIDE: Super Mario All-Stars best game ever? ● SFII Turbo solution & new arcade machine ● Jurassic Park update ● Asterix review, interview & compo ● Battletoads ● But first. . .



Would you give this brat the time of day?

Dennis

European exclusive

The menace from across the ocean hits your SNES!

Nutzcase!

Go nutty with Mr Nutz

Orient excess

Live by the sword with First Samurai

A league of its own

Kick off with Keegan's Player Manager



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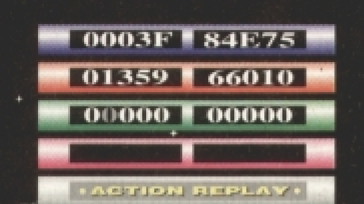
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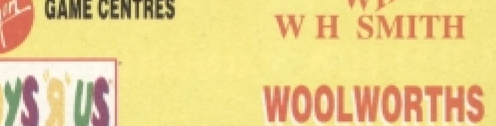
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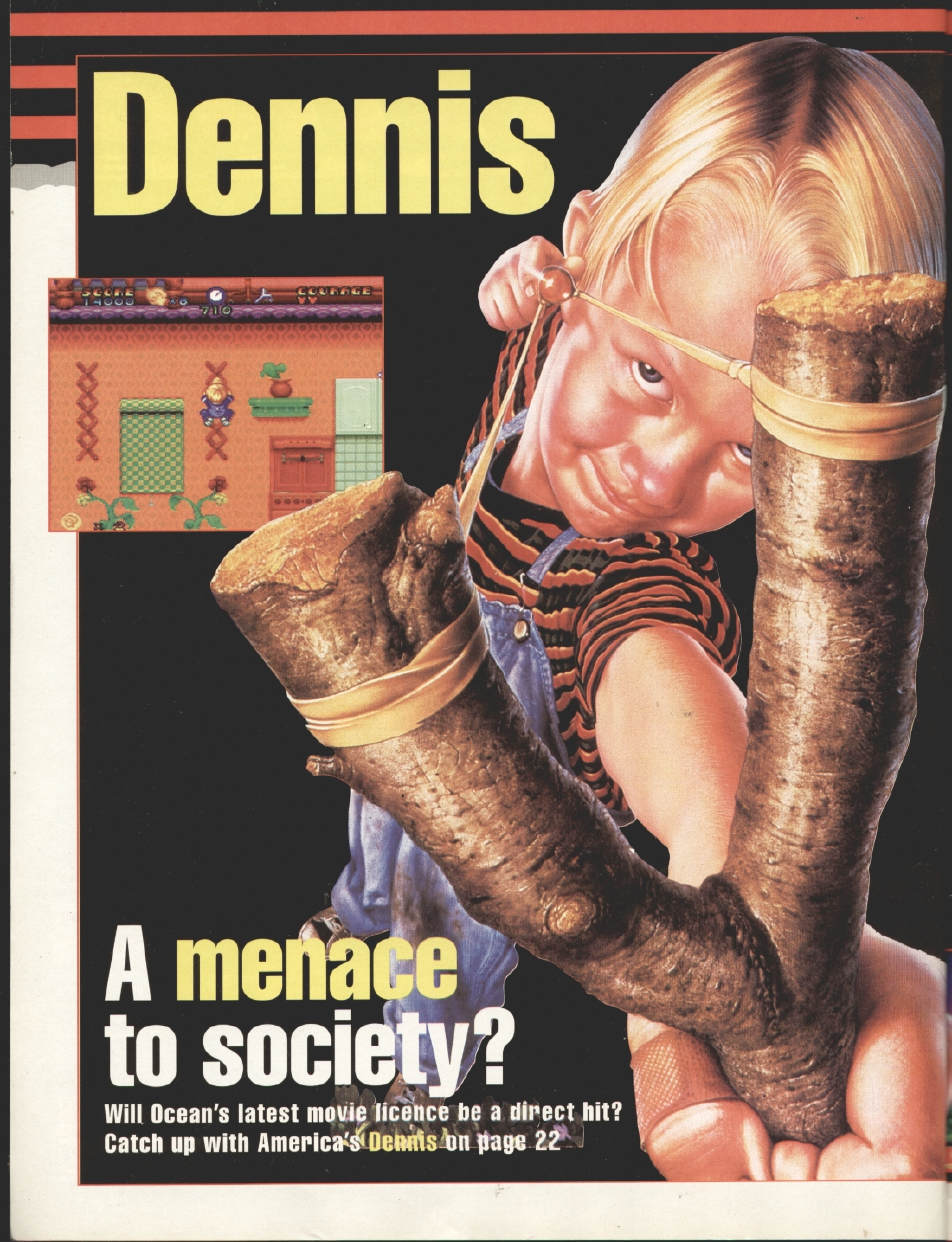
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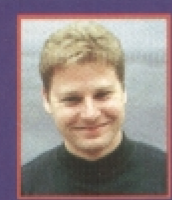



Dennis
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COURAGE
710
A menace to society?
Will Ocean's latest movie licence be a direct hit?
Catch up with America's Dennis on page 22

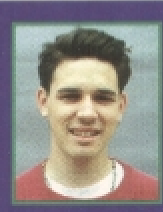
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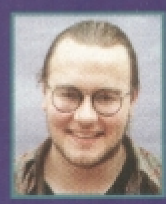
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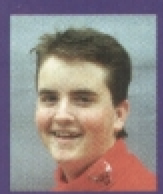
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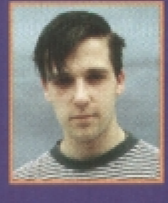
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The News

October '93

Around the SNES world in 31 days...

BUBSY GOES BUDGET?

New budget lines from Telstar's Fun & Games promise Nintendo and Sega games between £19.99 and £29.99

In reaction to complaints that carts are too expensive, the new label will sell previously-released games at knock-down prices. The label, Fun & Games, is the baby of Telstar, who hope to back these value for money games with heavy television advertising.

They are even contemplating a series of carts featuring compilations of several games of a similar theme, for example a beat-'em-up or shoot-'em-up multipack.

Telstar's announcement has prompted two very different reactions. Some key software industry figures are worried such a move could undercut the original releases of games, with consumers waiting for the price to come down, thereby triggering a backlash against Nintendo's pricing system.

Others, such as Sega's Marketing Director, Simon Morris, aren't worried by the news at all. 'The gap between £19.99 and £44.99 is a big one in my book.' argues Morris 'These consumers have a very clear idea about what they do and *don't* want — and they won't buy a crap game just because it's cheap.' He should know, Sega have been doing their own budget games at £19.99 for some time now.

Fun and Games will be headed by Mark Livingstone, formerly head of entertainment buying for Woolworths. He countered: 'I believe there is a significant opportunity to increase sales by bringing in new price points. That will be incremental success, not sales at the expense of higher priced product.' He will be talking to software companies, hoping to persuade them to offer older titles for Telstar to repackage, advertise and price from £19.99 to £29.99.

Accolade are rumoured to be the first to respond to this scheme, agreeing to rerelease *Bubsy*. Marketing Director Claire Bowen states 'I think it's a terrific idea. The natural shelf life of a product in this sector is so short that to revisit that product after three months or so can only be beneficial, not only to the software company but also to the consumer.'

But when Impact Magazines asked Accolade's MD, Tim Christian to comment he didn't appear as convinced: 'We definitely haven't struck any kind of deal with Telstar,' he emphasised, concluding that 'we are always exploring every avenue to prolong the long life of our products but have no plans to enter the budget department.'

Others such as Gerry Berkley, games manager at HMV are not convinced cheaper games will necessarily improve sales: 'It doesn't matter what the price is, if it's not an 'in game' in the playground the kids won't buy it.'

We'll continue to investigate this fascinating subject over the next few weeks, so stay tuned for further developments.

MR NUTZ

Producer *Ocean*
Available *October*
Status *UK release*

Squirrels — charming little fellows with bushy tails and big, wide eyes. Well, most of them; Mr Nutz isn't quite so cuddly. In his SNES debut in Ocean's aptly named *Mr Nutz*, this cool rodent takes on all foes from huge spiders to pirouetting plant life.

Bouncing around the platform landscape he scurries across more than twenty levels comprising five stages each. With the generous omission of a time limit, he has plenty of scope for exploring and discovering the many hidden features and secret rooms. Lucky really, because extensive exploration is often necessary to find the switches which trigger disappearing walls in front of the exit.

The large and cartoon-esque scenery holds many surprises in the form of truly bizarre enemies. There are moles, giant moles, evil scarecrows, bugs chucking boulders, wood sprites, mallet-brandishing trees and…ballet-dancing thistles?

Nutz is not intimidated though, he can combat this evil by bouncing on its head, whipping it with his tail or throwing nuts at it. This can be a problem — squirrels aren't *made* of nuts you know — they must be collected and can be few and far between — it's often an idea to use them as little as possible, even if it means tricky jumping and speedy use of tail. Some sections have no alternate solution, and if you're out of nuts you've got problems.

The backdrops are wild and feature larger than life foregrounds of tree-trunks, spider's webs, leaves and shrubbery all backed with atmospheric parallax. And that's just the first two levels.

After every fifth stage (before you reach the next level/location) a huge and formidable guardian appears, such as level one's Mr Spi — a gigantic spider with huge human head who taunts you before executing lightning-fast attacks.

These can be a real pain as you don't get replenished energy between stages, and facing a huge, magic-wielding old witch crone with only one energy block isn't amusing. With all those levels and so many stages and bosses, we're looking forward to getting a finished copy from Ocean: this has got to be one of the most exciting prospects for the winter. stay posted for a full review.



Although levels are predominantly platform-based, Nutz needs to locate switches which reveal the exit.



Level Two's boss is a haggard witch. Avoid her pumpkin-headed henchmen then blast her.

T2: THE ARCADE GAME

Producer *Acclaim*
Available *November*
Status *UK release*

If you thought the Terminator had been superseded by the Last Action Hero, think again — T-800s and T-1000s are making a return to the SNES in *T2 — The Arcade Game*. Based on the hit coin-op, we're promised all the mayhem and havoc of the arcade smash even though there won't be two front-mounted guns to get to grips with.

Programmed by the *Alien 3* team, the game remains faithful to the blockbuster film, leading you through the hostile wastelands of Earth, 2029, into the eerie labs of the Cyberdyne Corporation and the intense heat of the steelworks.

The objective is to protect John Connor from the clutches of the vicious T-1000; if the polyalloy terminates John, the end of the human race is imminent.

Like the arcade game, a first person perspective is used, scrolling left to right with Terminators and other alien machines firing directly at you. But rapid fire guns, missile launchers and grenades can be gained to help blow the metallic mutants to smithereens. Expect *T2 — The Arcade Game* to take over the world in November.



Following on from the success of the coin-op, *T2: The Arcade Game,* gives you a licence to blast.



Access power-ups by targeting the icon on the bottom of the screen, then shooting it.

20/20

Ray Musci is the president of America! Well, the president of Ocean of America. He's still a powerful guy though so when he talked, we were all ears...

'We're primarily a product driven company, concentrating on film properties.' says Ray 'But there's more to producing a good game than just sticking a movie license on a box. Although there's a synergy between the film and video game, it's important that a game based on a movie stands on its own since it's interactive entertainment.'

But harnessing the essence of a blockbuster into a game requires serious planning: 'It's important to get involved with the film at the beginning of its production process if you hope to come out with a game around the film's release, or between the box office and video releases, to capitalise on the marketing spin.'

Everything has to be checked and double checked and even the actors have to approve of their video game images, and as in all walks of life problems crop up — if the film studios alter a character the game has to be changed accordingly.

Ray Musci: 'We see Sega as a competitor rather than an opportunity.'

'A movie doesn't have to be the biggest box office smash of the year for us to create a successful video game.' adds Ray '*Robocop* was critically acclaimed, but its box office numbers weren't overwhelming. Still, our video game was a huge hit.'

Ocean are dedicated to the Nintendo and Ray states exactly why: 'We see Sega as a competitor rather than an opportunity. As a Nintendo licensee, we never have to compete with Nintendo for titles. Plus, Nintendo provides us with excellent support — marketing information, demographics, and strong advertising. Most importantly, every Nintendo licensee has the same deal, and the same pricing. Everybody's treated equally.'

So all looks bright and rosy for Nintendo owners as Musci concludes: 'Sega had 18 months to sell its system before the SNES came to the market. Yet Nintendo matched Sega's 16-bit hardware sales in just four months. Nintendo has the momentum. I think they had it before most people acknowledged that they did.'

STREET FIGHTER II ON THE BOX!

To support the Japanese launch of the new SFC *SFII Turbo*, Capcom have produced two intense TV commercials. Both versions of the live action commercials feature M. Bison. In one version he engages Chun Li in a wicked duel in what appears to be China (probably shot on location in Taiwan). The other one has him about to face Guile outside a suitably Thai-looking temple, but which is probably in Taiwan as well. It's too bad, but it appears highly unlikely that these will be seen outside Japan.

Here's another big news item about *SFII*. Apparently, there's a new arcade version in the works entitled *SFII Hyper* in Japan. This new version was spotted at several Japanese arcades where Capcom were undergoing location tests for just several hours to determine the reaction of arcade heroes. Although we couldn't get any photos, it's said the new version adds four new fighters: Deejay, a black rapper that looks a lot like Hammer; Cammy, a blonde amazon dressed in a beret and a high cut leotard; T Hawk, a huge American-Indian warrior and Fay Leung, a kung fu master. The original cast are of course included, some with new moves. What's more, it's rumoured that each character's clothing can be changed six ways. More information on this exciting new development as it breaks.



The new improved Street Fighters, now TV stars in Japan.

SUNSOFT GO FLIPPIN' BATTY

Bats: horror film extras, nature program material and regular guest mammals on Blue Peter. Feared by moths, insects and those with long hair, bats bear the brunt of degrading human slogans: as blind as a bat, have bats in the belfry — it's a wonder the entire race haven't done a *Lemmings*.

But there is an exception to the rule — Aero, a circus acro-bat who can outdo any human when it comes to daredevil feats and dangerous stunts. Aero is the main attraction of the Big Top, amazing all with his acrobatic antics. However, the circus is threatened when millionaire and part-time villain Edgar Ektor buys out the company to replace it with a multi-million dollar industrial estate. But Aero is not about to step down from his trapeze and decides to fight the power and save the circus from ruin.

When Edgar's grunts move in to evaluate the property, Aero becomes wary. As expected, the henchmen aren't only thinking of industrial developments but are intent on sabotaging the show to quash any rebellion. So, by booby-trapping the tent and disguising themselves as clowns, ringmasters and circus performers, Edgar's men set about the disruption.

Aided by unicycles, cannons and circus gadgetry, Aero has to impress the audience as well as battling the industrialists. They've paid good money and putting on a disappointing show only helps the devious Edgar.

As *Aero The Acro-bat* is a game of thrills and spills, expect some stunning effects, notably the excellent use of Mode 7 to heighten the excitement and the danger of the circus. It's fast and frenetic — like a bat out of hell.



THE ULTIMATE PARTY ANIMAL IS HERE!

TAZ-MANIA™

BOTTOMLESS PIT AHEAD

Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game... a treat to look at!"
Snes Force 86%

T•HQ International



SUPER NINTENDO™
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UP FRONT

Each month Up Front brings you the largest listing of provisional release dates in the business, updated monthly by our team of researchers.Remember software companies are often optimistic with their release schedules so dates may vary.

SNES

Final Fight 2	**Autumn**
Sensible Soccer	**Autumn**
Quarterback Club	**Autumn**
Jurassic Park	**Autumn**
Zool	**Autumn**
Alfred Chicken	**Autumn**
Mega Man X	**Autumn**
Aladdin	**Autumn**
Space Ace	**September**
Ren and Stimpy	**September**
Magic Boy	**September**
Dracula	**September**
Aero the Acrobat	**September**
Andre Agassi Tennis	**September**
Striker	**September**
Out to Lunch	**September**
Cal Ripken Jr Baseball	**September**
Plok	**September**
Asterix	**September**
Goof Troop	**October**
Super Putty	**October**
Mr Nutz	**October**
Super Dr Franken	**October**
Robocop vs Terminator	**October**
Super Battleship	**October**
Wing Commander 2	**October**
Lagoon	**October**
Turtles V	**November**
Sunset Riders	**November**
T2: The Arcade Game	**November**
Top Gear 2	**November**
Empire Strikes Back	**November**
World Heroes	**November**
Alfred Chicken	**December**
Captain America	**December**
Might and Magic 3	**December**
Street Fighter II Turbo	**December**
Pink Panther	**December**
Lord of the Rings	**December**
Impossible Mission	**December**
Lawn Mower Man II	**Winter**
Last Action Hero	**Winter**
Utopia	**Winter**
Pinball Deluxe	**January '94**
Steven Seagal	**First Quarter '94**
Solo Flight 2	**Spring '94**

FATAL FURY 2

Producer *Takara*
Available *Autumn*
Status *Japanese release*

The Bogard boys and Joe Higashi are back! Exactly a year after the last King of Fighters tournament where they thwarted the evil designs of Geese Howard, they're invited to compete in the resurrected tournament. Higashi and Andy and Terry Bogard are joined by a cast of five other fighters including Big Bear, the huge wrestler who appeared in the first tournament as Rayden, one of Howard's henchmen. The other four fighters are Kim Kap Hwan, a Korean taekwondo expert, Jubei Yamada, a cracker-chomping senior citizen who is a master of judo, Mai Shiranui, a buxom and bodacious ninja gal, and Cheng Shin Zan, a rotund cigar-puffing Chinese fellow who uses his big belly to devastating use. Of course, the story wouldn't be complete without bosses — there are four serious bad guys to overcome. Billy Kane, the staff-wielding Englishman makes a return appearance. Axel Hawk is a retired world heavyweight champion boxer, while Lawrence Blood, a wicked bullfighter with a heart of ice, is seeing red. Your final confrontation is with Wolfgang Krauser, chief slease and undisputed boss of the crime world.

The SFC version is said to be a faithful reproduction of SNK's big arcade hit. By using a whopping 20-meg cart, 2.5 times the first SFC cart, the gameplay is vastly improved. In fact, even the ability to move the fighter toward or away from the screen is ported over from the arcade version, something that was missing from the original SFC *Fatal Fury*. You get the choice of all eight tournament fighters, rather than the paltry three in the first game. There's no word yet about the possibility of using the four bosses for one-on-one fighting against the computer or a friend, though. Each fighter has been given more moves, so much more technique is needed.

Will the improved *Fatal Fury 2* knock *SFIICE Turbo* off as the top one-on-one brawler? Stay tuned…



***Fatal Fury 2:* the latest installment of non-stop, beat-'em-up action and not a Dragon Punch in sight.**



This massive 20-meg cart offers the choice of eight fighters and an array of spectacular special moves.

GIVE 'EM SOME STICK

Frustrated, angered and sickened by dodgy control pads that lose all response after a few days? Well, worry no longer, because Spectra Video have introduced the latest in handheld technology with two new pads — the Program Pad and the Program Stick. Each ergonomically designed piece is programmable, meaning you can store tricky combinations and recall them instantly. Gone are the days of awkward manoeuvres in *Street Fighter II*: instead of trying an awkward Ryu Dragon Punch, the move can be stored in the pad and recalled at will, taking the pain out of pugilism.

The new controllers are strikingly different from the barbaric monstrosities of programmable pads of the past. Features include 30 pre-programmed special moves, mirror function to double the amount of special moves, six memories to program your own moves, autofire, LCD control panel to display pad directions and the Program Stick even has a built-in battery back-up to retain stored memory.

The Program Pad is priced at £39.99 while the Program Stick retails at £49.99. Both are available in September.



The multi-function Program stick makes *SFII* a cinch.

MIRACLE GIRLS

Producer *Takara*
Available *November*
Status *Japanese release*

Here's a cute and colourful game that should please young ladies. *Miracle Girls* is based on a popular Japanese anime starring twin girls with supernatural powers. However, as you can see from the screen shots, the emphasis is on bright and cheerful, not dark and sinister. Matched to the cute appeal, there's no killing. The two girls are only armed with candies, which are used to distract enemies, so while bad guys are preoccupied with munching on these treats, your chosen character can sneak past them — pretty ingenious huh!

It's good to see some game producers are taking notice of the sadly neglected female gamers, and coming up with appealing titles like this. Stay tuned for a full review soon.



Tune into your feminine side with *Miracle Girls*.

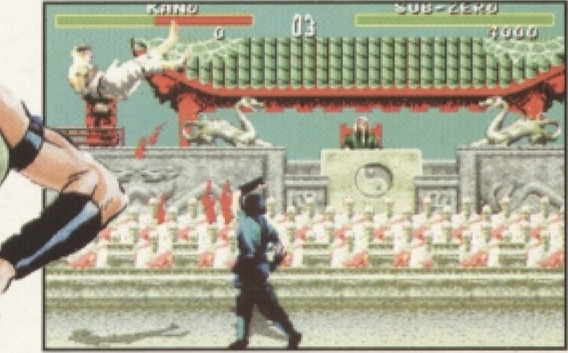
NO MORE GORE? ELSPA SETS UP WATCHDOG.

The European Leisure Software Publisher's Association (ELSPA), has announced that it is to link up with the video industry's quality watchdog — the Video Standards Council (VSC). The Video Standards Council was set up in 1989 to deal with problems such as piracy and the rising amounts of sex and violence in videos, as a voluntary move to avoid new laws on the subject. They claim the fact that no further legisation has been passed in the last four years proves what an excellent job they are doing.

ELSPA — largely in response to allegations by such pressure groups as the Professional Association who have argued: 'children who spend a lot of time using computer games are more aggressive than those who don't.' — stated: 'With the advent of new technologies, an increasing number of games will make use of film genuine footage, or graphics which *appear* to be real film footage. This development means great care will need to be taken in regard to the Video Recordings Act 1984.

While most games will probably remain exempt from classification under the act, the use in any game of cinematic scenes of a sexual or violent nature could result in the game being legally required to be classified. It is important that the games industry recognises this, so as not to risk either any breach of the law or the current exempt status of most games.'

What this basically means is games of a violent or vaguely sexual nature, such as *Mortal Kombat* or Sega's *Nightrap* — both of which use digitised film for their realistic effects — will, by law, be classified by the same guidelines that would be used to classify a feature film. On-Line's new Amiga CD game *Cover Girl Strip Poker* has just been given an 18 rating, as it features fifteen minutes of motion video and as a result was classified by the British Board Of Film Classification. This is nothing but good news for people like Ms Whitehouse and the tabloid press who've jumped on the bandwagon of condemning carts as violent, smutty rubbish. Will this mean only 'clean' games for the future? And does a 'cleaned up' game necessarily mean a bad game? What do *you* think? Write to 'Special Delivery' with your views.



Sega's *Mortal Kombat* complete with gore.

Competition

WIN YOUR OWN DEVIL!

Taz, he put the Taz in Tazmania down in Tazmania come to Ta... yeah, you get the idea and you all know who the ultimate party animal is, star of his own excellent SNES game and international outback celebrity.

Astoundingly, you can now become a Tazmanian Devil and roam the high-speed highways down under, in your never-ending quest for Kiwi kebab. No, you really can, because SNES FORCE is giving you the chance to win one of ten *Taz-Mania* carts in our latest generous give-away. The benevolent folks at THQ have given us TEN carts to sprinkle belovedly over our readership. Just fill in the coupon and send it to us at: Kiwi Kebab Compo, SNES FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.

Just answer these two simple questions thenspin down to the nearest postbox.

1) Tazmanian Devils are native to where?
a) Tazmania
b) New Zealand
c) Iceland (in the dairy products section)

2) The creature that tries to mow Taz down in his car is called?
a) Chris Eubank
b) Buddy Boar
c) Matthew Broderick

Name..

Address..

....

....

....

..........................**Postcode**..........................

Age..

The editor eats most kiwis so his decision is final, and he's too stuffed to enter into any correspondence. If you don't want to receive mail from other companies tick tis box. ☐

SUPER AIR DIVER

Producer *Sunsoft*
Available *November*
Status *UK release*

In the not too distant future, the world's uneasy peace is shattered by brutal air attacks on western countries by an unknown aggressor. Your job: to take to the skies in state-of-the-art aircraft and take the fight to the despicable enemy.

In this radical 3D dogfight simulator, you get the choice of four high-tech warbirds that must undertake air superiority missions or ground attack raids on enemy bases. For the dogfight missions you can use Grumman F14-D Tomcat, the variable wing powerhouse deployed by the American Navy with excellent speed and range. Or you can fly Japan's highly manoeuvrable FS-X based on General Dynamic F16, the supreme dogfighter used by the US Air Force. For ground attack raids there are two choices. The American Fairchild A-10A Thunderbolt 2 is an extremely rugged tank buster, while the NATO Tornado variable-wing supersonic attack plane has the advantage of stealth and speed. Each plane has strong points and drawbacks so make sure you choose the right fighter for the assigned mission.

In combat, your chosen plane is viewed from behind. The ground below scrolls by at an amazingly fast pace in spectacular Mode 7 style made possible by the *PilotWings* DSP chip. In dogfights, enemies can approach from all directions so keep an eye on your radar screen. As soon as they are sighted, your weapons system locks onto them automatically leaving you free to unleash your Side Winder heat-seeking or Sparrow radar-guided missiles. You can also pull high-G loops and gut-wrenching spirals to shake bogies of your tail. In the ground attack mode, you get to pound enemy bases with devastating napalm or hyper explosive Maverick missiles. Watch your altimeter when you're buzzing in low — you could end up digging a huge crater.

If you're a fan of shooters, the dazzling Mode 7 air combat of *Super Air Diver* make it an adrenalin-pumping treat not to be missed.



DSP technology and Mode 7 effects make *Super Air Diver* a treat to play.

RAINING CATS AND DOGS

You may not have heard of Ren and Stimpy, but you will soon. They're the latest American cartoon craze, and following in the footsteps of The Simpsons they're set to acheive cult status over here as well. Ren Hoek is a highly strung asthma-hound chihuahua, and Stimpy is his loyal and gullible cat side-kick throughout their completely insane adventures on TV.

You'd never have guessed it, but they're coming to the SNES soon in a platform title as wacky as their sense of humour. The game is set over four missions where you control Stimpy for two adventures and Ren for the other two. Pitting your wits against baddies ranging from the anatomically-correct log to powdered toast man and Muddy Mudskipper!

In 'The Boy Who Cried Rat', Ren has dressed as a rodent to boost Stimpy's mouse-catching business, but Stimpy is no Einstein and is trying his best to actually kill poor Ren. 'In The Army' sees Ren behind enemy lines dodging bullets on three bizarre battlefields. 'Stimpy's Invention' involves playing Stimpy as he tries to find the seven components to make his 'happy hat' for the maudlin little Ren. Finally, Space Cadet Stimpy fights to escape from the intestines of a giant creature he crashlanded on in 'Marooned'. Where's Ren — sulking over that hat thing!

With quotes like 'I know what you want. You coveteth my ice-cream bar' and 'You sick little monkey!' Ren and Stimpy should shine in their November scheduled cart, *Veediots!*

SNES ON THE BIG SCREEN

Nintendo of Canada, in conjunction with Christopher Lang, Associates Event Management Company, and the Adcom Group has come up with a project called the 'Super NES Mega Screen Meltdown'. You pay three Canadian dollars (about £1.45), for a one hour session, and get to play your SNES favourites on a cinema — yes, *cinema* — screen.

Once selected to play, gamers battle out *Street Fighter II* on a 10 x 14 foot screen. During a session, about 45 gamers compete for five minutes at a time on a split screen, so four can play at once.

The process used to put the games on the screen is very complex: both hosts have a 'magic wand' device, used to scan barcodes into a portable clipboard. The wand is aimed at the controller and an IBM PC-2 computer carries out the requested tasks. The PC-2 controls the laser disc player, containing film/video clips, portions of songs, as well as two SNES units.

The equipment is hooked together through switchers, and two projectors feed the laser disc and game images onto the screen. The hosts follow scripts on their clipboards to determine whether to access the laser disc or project the games. The theatre's surround-sound helps makes it an amazing experience.

Being tested in the Toronto area at the moment, plans are being made to take the Meltdown experience across Canada and America in autumn. There's no word yet of whether Meltdown has the Nintendo of America seal of approval, or if it will ever appear in the UK, but nevertheless, it's a great idea.

SFII goes to the movies.



J LEAGUE SOCCER PRIME GOAL

Producer *Namcot*
Available *August*
Status *Japanese release*

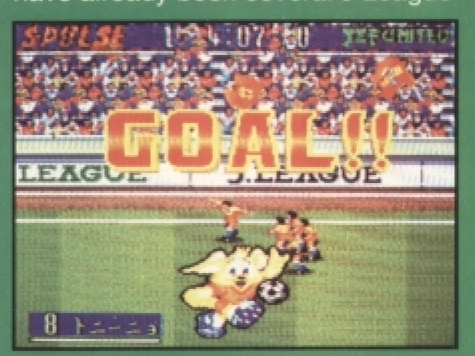
The hottest tickets in Japan now are those for soccer. J League, the Japanese pro soccer league, which started this year, has already become the spectator sport of choice for all Japanese. It's popularity is particularly evident among the young, easily eclipsing the boring, low scoring pro baseball played in Japan.

Not about to miss a golden opportunity like this, game makers have rushed into the fray with a large number of soccer games. There have already been several J League games out on the Sega machine, and many more are in the works for SFC.

The first official SFC J League soccer cart to scoot off the bench is this offering from Namcot, best known for their excellent sports sims. This game features all ten J League teams with actual rosters at the season's start. All players are programmed with individual stats and skills. Needless to say, they all have several moves such as heading, dribbling, bicycle shoot, overhead kick and so on. Players can also put on dances or do flips after scoring goals to express their joy, something that should annoy the victim endlessly.

The majority of action is side viewed from a raised diagonal position, flipping to a close-up when the ball-carrier is met by a defender around mid-field. That's where you need to exercise special techniques to beat your opponent.

Given Namcot's proven record of top notch sporting sims, this should be a welcome addition for any soccer buff.



***J League*: a mixture of arcade action and hardcore football simulation.**

SNES FORCE First Annual Readers' Awards

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Official Release Of The Year ....

Official Release Of All Time ....

Import Game Of The Year ....

Best Import Of All Time ....

Most Original Game ....

Best Game Music ....

Best Sound FX ....

Best Graphics ....

Best New Game Character ....

Best Film ....

Favourite SF Turbo Character ....

Worst Game ....

Tackiest Character ....

Best Group of the Year ....

Software Company of the Year ....

Best Arcade Machine ....

Best Beat-'Em-Up ....

Best Shoot-'Em-Up ....

Best Platform ....

Best Adventure/RPGBest Puzzle ....

Best Sports ....

Best Strategy/Simulation ....

Favourite Part Of SNES FORCE ....

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Don't forget — a chance to let the industry know what *you* think, and perhaps one of ten SNES FORCE subscriptions. Why are you still reading this? Run down to that postbox this minute!

SNES FORCE is a magazine that listens to you, our readers. We value your opinions on everything from Mario to the quality of service provided by your local refuse collecters. And we want to hear your views for the launch of the most prestigious accolades since the Oscars, the SNES FORCE Readers Awards! Tell us everything — your favourite games, music, companies etc, and the most popular will get their just desserts from the only SNES mag that counts.

Not content with giving you a platform to affect the entire industry, for taking the trouble to write to us you are automatically entered into a draw to win one of ten subsciptions to SNES FORCE. And all for the price of a stamp, so what are you waiting for — get opinionating!

Below are a few of our suggestions to get you into the right spirit.

Official Release Of The Year
Alien 3
Mortal Kombat
Super Star Wars
Super Mario Kart
Street Fighter II

Official Release Of All Time
Legend of Zelda III
Super Ghouls 'n' Ghosts

Import Game Of The Year
Street Fighter II Turbo
Shadow Run
Super Mario All-Stars

Best Import Of All Time
Mystical Ninja
Soulblazer

Most Original Game
The Lost Vikings
Super Putty

Best Game Music
Super Star Wars
Castlevania IV

Best Sound FX
Pop'n'Twinbee
Royal Rumble
First Samurai

Best Graphics
Street Fighter II Turbo
Super Putty
Alien 3

Best New Game Character
Putty
Rocky Rodent
The Lost Vikings

Worst Game
Jeopardy
Aliens vs Predator

Software Company of the Year
EA
Konami
Ocean

Best Arcade Machine
Street Fighter II Turbo
Mortal Kombat
Virtua Racing

Best Beat-'Em-Up
Street Fighter II Turbo
Mortal Kombat
Ranma 1/2 part 2
Batman Returns

Best Shoot-'Em-Up
Alien 3
Super Star Wars
Pop 'n' Twinbee

Best Platform
Super Mario All-Stars
Bubsy Bobcat
B.O.B.

Best Adventure/RPG
Shadow Run
Out of This World
Lagoon

Best Puzzle
Yoshi's Cookie
The Lost Vikings
Troddlers

Best Sports
John Maddens '93
Striker
Cal Ripken Baseball

Best Strategy/ Simulation
Sim City
PilotWings

Charts

UK CHART

1. RE Starwing
2. NE Super Star Wars
3. ▼ Alien 3
4. — Super Mario Kart
5. — Tiny Toons
6. RE Street Fighter II
7. ▲ Desert Strike
8. ▼ Pebble Beach Golf
9. RE Cybernator
10. RE Super Tennis

The UK chart is kindly supplied by Virgin Retail

US CHART

1. — StarFox
2. ▲ NBA Basketball
3. ▲ Super Mario Kart
4. — Tiny Toons
5. ▼ Street Fighter II
6. ▲ Super Star Wars
7. — Desert Strike
8. NE Super Strike Eagle
9. ▲ NCAA Basketball
10. ▼ Zelda: A Link to The Past

JAPANESE SFC CHART

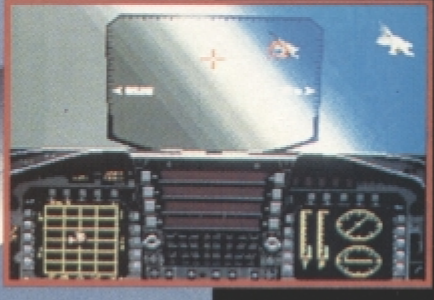
1. — Final Fight 2
2. — Super Bomberman
3. ▲ Pachinko Story
4. — Ogre Battle
5. ▼ Dragon Ball Z Super Battle Legend
6. — Metal Max 2
7. ▲ Goliath
8. — Septentrion
9. ▼ Super Mario Kart
10. — Super Tetris + Bombliss

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SUPER STRIKE EAGLE









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CVG

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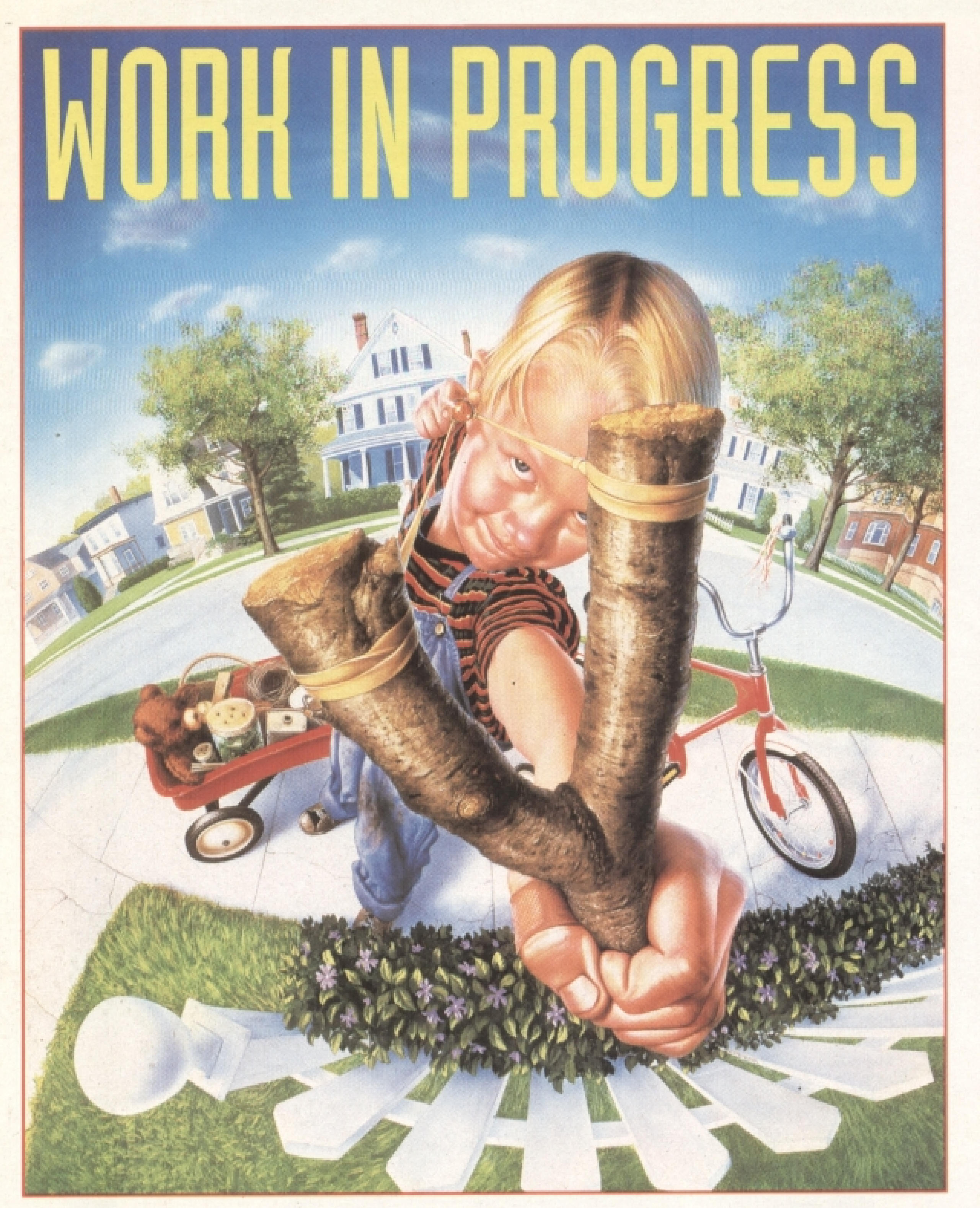
SUPER NINTENDO PAL VERSION MICROPROSE

Super Strike Eagle *It's SNES at its best*

MICROPROSE
Seriously Fun Software

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Den

Oh no, it's the dungaree-clad hotshot — and he's aiming at you. The US version of our own spikey-haired hoodlum is ready to menace...

He may be radically different to our own English menace, but the one thing that they have in common is they can easily find trouble. *Dennis* is the officia game of the movie (which coincidentally is the officia movie of the comic strip) and places the troublesome lad in a variety of tricky situations. Mr Wilson is his grumpy neighbour who will seemingly do anything to be left alone by Dennis. Whether he's in the garden, the house or even asleep, the hyperactive kid is never too far away to disrup Wilson's peace. But Mr Wilson's tranquillity has already been shattered because he's lost some precious coins. Always eager to impress his neighbour, Dennis has volunteered to recover them and before the begrudging man has time to argue, runs off in search of the golden coins.

To coin a phrase

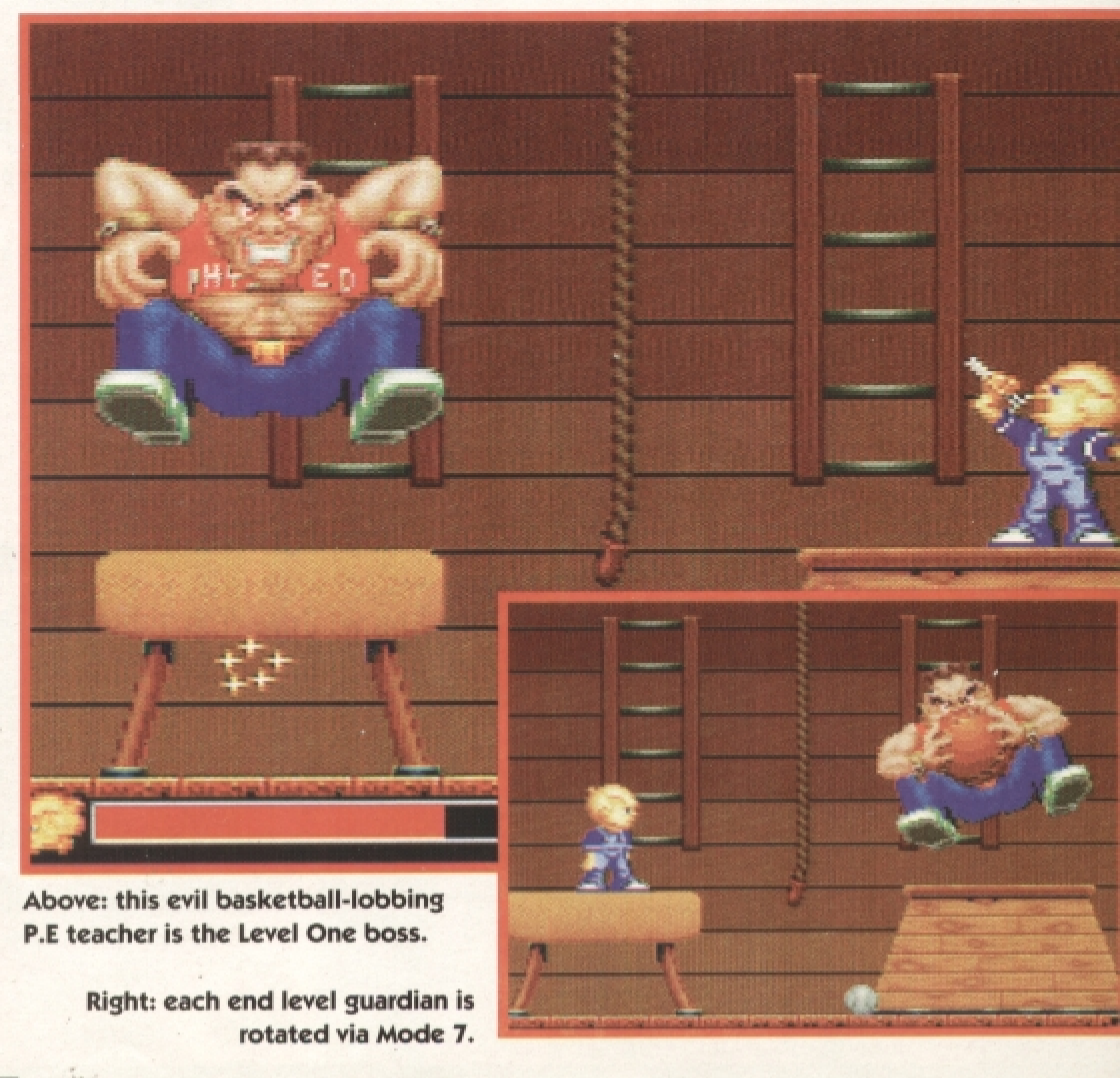
The search for the coins spans many levels of platform action with five large coins to be found in each. The action begins in Wilson's house, but it's not just a matter of collecting pennies because his home is full of crazy cats, frenzied goldfish and



Above: the catapult is one of three weapons available and is very effective.



Climbing up the trellis (right) enables Dennis to reach high platforms but it's pretty slippy.



Above: this evil basketball-lobbing P.E teacher is the Level One boss.

Right: each end level guardian is rotated via Mode 7.

nnis



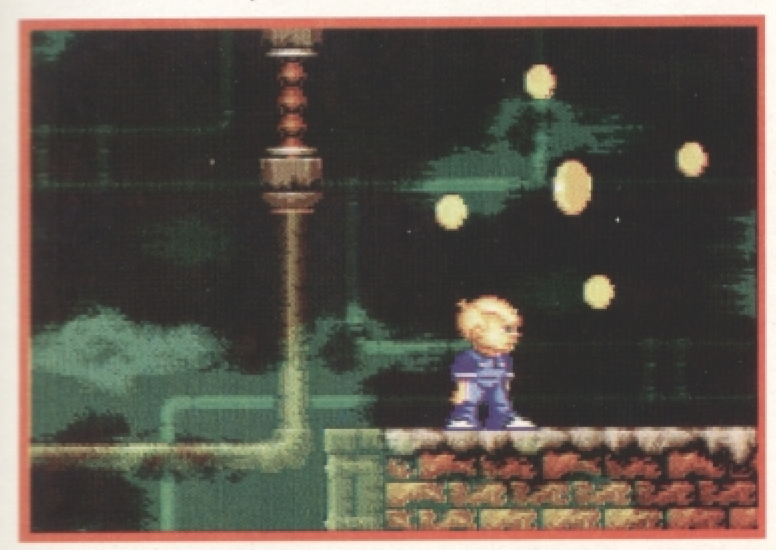
Keep up with Ruff and hit the incoming nasties. This section features forced scrolling.

inquisitive rodents. Dennis isn't as fearless as he'd have you believe and loses one of his seven courage points (represented as hearts) if he bumps into one of the lively creatures.

No menace is complete without an armoury of authentic weapons and Dennis is no exception. Starting with a catapult and water pistol, the creatures can be shot to make the mission easier. A pea-shooter is located deep in



It's a thing on a spring. Luckily, this jack-in-the-box is harmless.



Deep in the sewers, Dennis stumbles upon the final coin. This can only be collected once all the others have be found.



Bats! One look is enough to scare the menace but if he touches one, a courage point is lost.



Look before you leap! By squatting down and pressing [L] and [R], you can see exactly what lurks nearby.



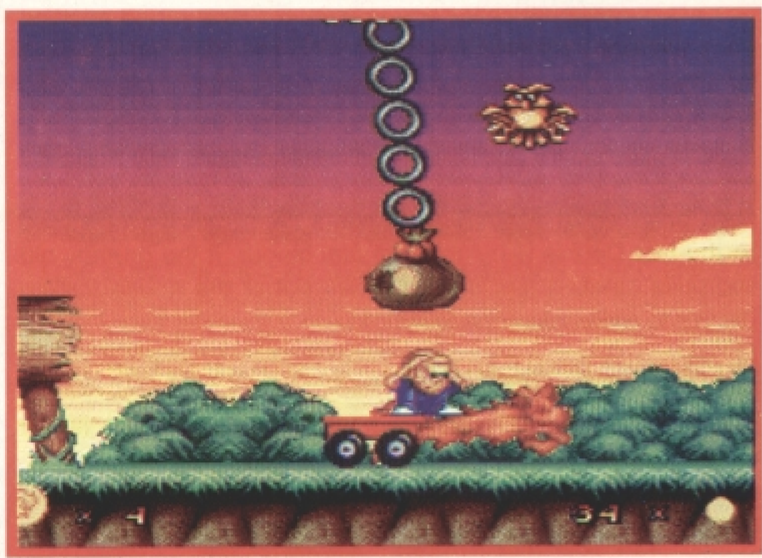
There's a variety of hazards to watch out for including this frog.



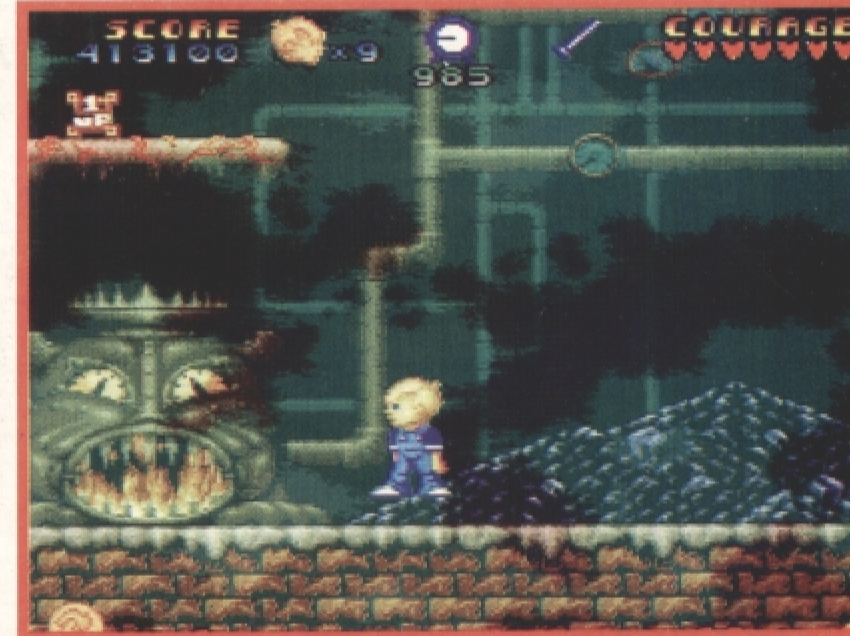
He may be small but Dennis can shove around big boulders which



Wilson doesn't care that Dennis wants to help him find his coins...



Woah! That ball and chain is a bit *too* close for comfort. But who said life as a menace was going to be easy?

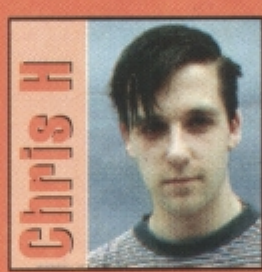


Want an ugly boiler? This evil stove blasts out jets of steam but its lid doubles as a lift when it blows sky-high. Full steam ahead Dennis!



...if he catches Dennis, he grabs him by the scruff of the neck and carries him back to the beginning of the level.

'More inviting than the movie'



Chris H

Though I've never liked the cartoon character or the look of the recent movie, the game has a lot more appeal. Each level improves graphically, and are more challenging with the coins hidden in more devious places. The guardians are particularly impressive: large, well defined and brilliantly scaled and rotated thanks to Mode 7. In fact the majority of baddies are cool, the angered boilers especially — a true case of getting hot under the collar.

Dennis is excellently animated; his head nods as he quickens into a sprint and lets fly with a catapult shot. It's good to see the other characters of the film aren't left out either; Mr. Wilson puts in an appearance as does Dennis' mutt, Ruff. Samples of cats meowing and squeaking mice add to the cartoon effect as does the sample of the infamous 'Mr Wilson' line at the start. Old Wilson may not appreciate Dennis' efforts, but I found them most amusing.

Wilson's cellar and is ideal for long range attacks. Each weapon has a different effect on the assorted baddies: for instance, the water pistol may not deter a rat but the catapult knocks them for six.

Four coins are spread out in every level with the fifth covering the exit and this cannot be claimed until the first four have been found. Mr Wilson wanders the rooms unimpressed by the fact Dennis is trying to do him favour. If the grumpy old sourpuss catches him he boots him out of the house forcing Dennis to recomplete the level.

Ruff and tumble

The next stop is the tree-tops, a large park with another five cunningly-hidden coins. Squirrels and dogs crash around so flex that catapult elastic and fire. Following this is a forced scrolling section with Dennis' dog, Ruff, bounding across the screen. The aim is to keep up with the canine while holding the other creatures off with your weapons.

After this is the boiler room, full of steam and weird creatures. Boilers are most demonic with striking eyes and ears fuming steam. Even though the steam diminishes courage points, the boilers act as helpful leaps as they're constantly blowing their tops. Stand on the flying boiler lid and Dennis is propelled upward to reach higher platforms.

In true platform style a guardian lurks at the end of each section. These frightening foes take varied forms — a freaky basketball coach, and a obnoxious girl on a swing are just two of the weird and wonderful nasties encountered — each rotating and attacking in stunning Mode Seven.

The movie has proven to be a summer hit and, appropriately, the game looks set to repeat this success, appealing to both fans of the film and platform game fans. ■



Above: at the end of Level Two this pig-tailed pest awaits in the park.

Right: a few good shots with the pea shooter sends her flying.



Treehouses are full of secret passages. Some trunks aren't as helpful — you can end up at the start if you're not careful.



Play isn't limited to one floor. Try the cellar downstairs for a surprise.



In the cellar, on a shelf, lies the crucial weapon — the pea-shooter.



Uh oh! Taking a dip in a the diseased waters of a sewer is not hygienic and Dennis suffers accordingly. That's a life gone already and you're not even halfway through.

THE BRAT'S PACK

With so many animals and collectable items around it's difficult to know exactly what does what. Here's a quick rundown of the items Dennis encounters...



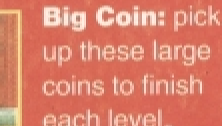
1UP: worth collecting as it provides Dennis with an extra life.



Football: a certified energy drainer that can't be destroyed.



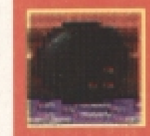
Bat: a quick shot with the pea shooter kills this nocturnal nasty.



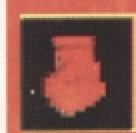
Big Coin: pick up these large coins to finish each level.



Bird: small and slow but trouble-some. One shot kills them.



Bowling ball: roll down stairs depleting energy on contact.



Boxing glove: these padded mitts take a few hits to destroy.

Cat: furry felons which leap, run bounce and meow loudly.



Cups: beakers with attitude jump around the kitchen.



Frog: found in the park, they only need a few hits.



Jack in the box: springs which launch Dennis upward.



Pea shooter: long range weapon found in Wilson's cellar.

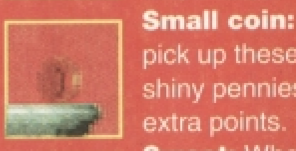


Plane: bomb-dropping toy aircraft blow the menace to bits.

Rabbit: like frogs, rabbits hide out in the park.



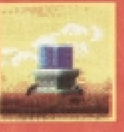
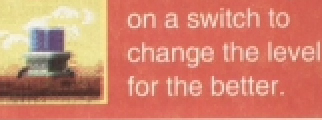
Rat: vermin that plague Wilson's house. Squeak when killed.



Small coin: pick up these shiny pennies for extra points.



Sweet: When collected, refill Dennis courage meter.

Switch: Jump on a switch to change the level for the better.

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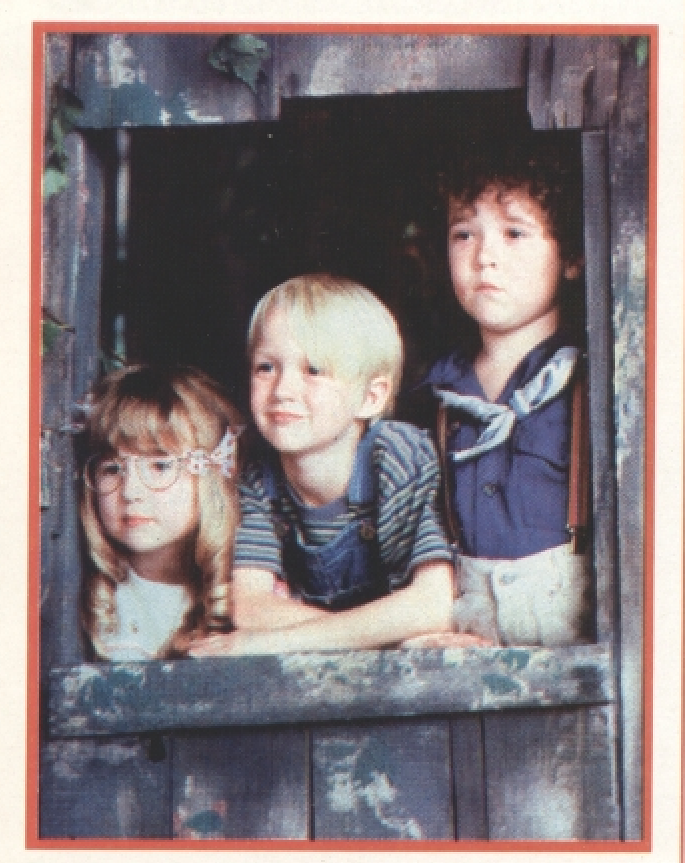
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Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50

Gambling *on* Success

First a long-running comic strip now a block-busting movie, *Dennis* is the all-American story of a freckle faced six-year-old tearaway. Is it the next *Home Alone*? SNES FORCE finds out...



The new brat pack? Mason learned his lines by having them read to him at bed time.

John Hughes used to have a safe reputation. His films were safe bets; they were low-budget offerings featuring relatively unknown actors that struck a chord in American teenagers in the Eighties. Films like *The Breakfast Club* (which grossed $45,530,280 in the States), *Ferris Bueller's Day Off* ($70,136,369) and *Planes, Trains and Automobiles* ($49,530,280) established his powerful box office reputation. Unconcerned with huge profits, he continued to make films such as *Some Kind Of Wonderful*, a simple teen drama which grossed $18 million. His production company, Hughes Entertainment, was on steady ground and a film had a guaranteed teenage audience if it bore his name. Suddenly, he had a string of hits under his belt and then, like a bolt from the blue, a family comedy called *Home Alone* took the world by storm. It went on to become the biggest grossing comedy of all time, garnering a total of $285,761,243, and John Hughes was catapulted into the big league. Since then, a sequel has toured the cinemas and his production company, rather than resting on their laurels, is highly active, producing mostly harmless, thoughtful and heart-warming



Mason took to acting like a duck to water. 'First you learn your lines, then you go to the set... have a hairdo and a bunch of make-up and then that's it.'



'He (Mason) has amazingly strong instincts for drama and comedy. In terms of comic timing and abilities, he's absolutely amazing for his age.'

comedies. Hughes' latest offering, *Dennis*, which he produced and wrote, opened here on July 30th, grossing £600,860 in its first week and at the time of SNES FORCE going to press was sitting pretty at number three in the UK box office charts. To date it's grossed a respectable $46 million in America; not a great deal, but considering it was up against the three big films of the year — *Jurassic Park, The Last Action Hero* and *The Firm* — it speaks volumes about Hughes' staying power.

Dennis follows the adventures of a six-year-old boy that, no matter how honest the intention, always manages to cause havoc, much to the consternation of his neighbour, George Wilson (played by Walter Matthau). The film is derived from the long-running American comic strip of the same name, devised by Hank Ketcham and first published way back in 1951. Says John Hughes, 'I took about 40 years of comic strip panels and tried to distil what Hank did all those years into the simplest kind of story.' *Dennis* certainly seems to encompass the spirit of the comic strip, while exploring the relationship between a very young boy and an old, childless man.



'We asked him (Mason) what he thought would be fair for this picture and he thought $100, so we gave him that. He bought himself a Nintendo and was *thrilled*...'

Searching for Master Right

Warner Bros. announced a nationwide casting call in spring '92, and the filmmakers were promptly deluged by over 20,000 entries. These were eventually whittled down to ten hopefuls who were personally auditioned by Hughes, who was looking for '...a good personality, some smarts, discipline and a good sense of humour. It's a big job for a little kid, but we wanted to have a real six-year-old play the part.' Not a bad idea when you consider where the inspired casting of Macaulay Culkin led — after just four films, he is a huge star, apparently making in the region of $8 million for his last movie — not bad for a ten-year-old. And so the part went to cheeky newcomer Mason Gamble, who took to acting like a duck to water. There were really only two problems; teaching a six-year-old pages of dialogue and accomplishing said task with someone that can't read yet. Young Mason had his script read to him three or four times at bedtime, to memorise it for the next day's filming. Not that he was overawed by the experience: 'First you go and learn your lines, then you go to the set and get shot by four or three or two or one cameras and then you have a hairdo and a bunch of make-up and then that's it.' The debutant spent up to five hours a day in front of the camera, to which his reaction was 'Hey, Mom, I have a lot of scenes in this!' *Dennis* director Nick Castle says of his youthful star 'He has amazingly strong instincts for drama and comedy both. In terms of comic timing and abilities, he's absolutely, totally amazing for his age.'

This isn't Dennis' first foray from the printed page; in 1959, CBS TV and Columbia/Screen Gems produced a live action sit-com based on Ketcham's creation, and there is also a *Dennis* animated cartoon.

Dennis, once described as 'the All-American freckle faced handful, with hair in his eyes, dirt on his nose, mud on his pants and traces of paint and peanut butter on his hands', is based on Ketcham's own son and the strip debuted in 18 publications across America. By the end of the year, the cartoon was in over 100 newspapers.



'Working with Walter was great. Although he doesn't treat me so well in the movie, he's a nice man in real life.'

The Odd Couple

The film is primarily concerned with the relationship between the ever friendly Dennis and his gruff, grumpy next-door neighbour George Wilson, whose well hidden warm heart is known only to his wife, Martha (Joan Plowright). As Ketcham himself said, 'if Wilson didn't have Dennis pestering him, he'd be dead in a year.' George Wilson would rather choke than display his hearty affection for the young scamp. Walter Matthau describes his character as 'a man who pretends he doesn't like children. Mr Wilson is the classic example of the older, cantankerous, curmudgeonly type. But secretly, he enjoys the relationship between Dennis and himself very much. He realises the kid brings him a lot of pleasure just by hanging around and being a pain in the neck.' *Dennis* is Matthau's 50th film in a career that began sixty years ago, and includes a Best Supporting Actor Oscar for Billy Wilder's *The Fortune Cookie*, as well as roles in *The Couch Trip, The Front Page* and *The Odd Couple.* Director Castle said 'For the director who has to shape the movie, he (Matthau) is like a fine instrument, like a Stradivarius. You begin playing and, with Walter, it becomes this amazing symphony.'

Walter Matthau's professionalism appears to have rubbed off on his young co-star, who was impressed enough to express his view: 'Working with Walter was great. Although he doesn't treat me so well in the movie, he's a nice man in real life. He taught me to always listen to the director and to always listen to the other actor.'

...And the future?

Also cast in the film is Christopher Lloyd, most famous for his roles as Dr. Emmet Brown in the *Back To The Future* trilogy and Jim, the off-centre cabbie in the TV show *Taxi.* Hughes wrote the part of the villainous Switchblade Sam especially for Lloyd, of whom he asserts 'has played some great comedic villains. He is a guy who can play a villain so mean and make the comedy that much more fun.'

With such a fine cast and an already established central character, the film and the game can't realistically fail. John Hughes has the enviable talent of making the most ordinary people seem special, he can address any age group without being patronising and is able to warm the cockles of the coldest heart.

The burning question is: how much was Mason paid? 'We didn't talk finances with him,' says Sally Gamble of her son's alleged six figure salary. 'We asked him what he thought would be fair for this picture and he thought $100, so we gave him that. He bought himself a Nintendo and was *thrilled...*'

So it's true what they say — happiness is a console called Nintendo. ■



Typecast at six? With an established career and $1million in the bank, there's no turning back.

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

While dino-mania engulfs the nation, legions of game fans crave the much-hyped snes version of *Jurassic Park*. Dino-bore or dino-sure-fire-hit? We take a walk in the park...

Juras

WORK IN PROGRESS

Armed only with a stun gun, Grant fends off a hungry T-Rex.

Having reputedly spent a six-figure-sum securing the rights to the licence, Ocean are going all out hyping their potential blockbuster. Up to now, *Jurassic Park* has been shrouded in mystery, but Ocean have just released a selection of screen shots from the game. For those of you who *don't* know the story, based on Michael Crichton's best-selling book, it concerns an island off the coast of Cuba that houses the ultimate theme park. A very rich individual, John Hammond, has funded a project to extract dinosaur DNA from a mosquito fossilised in amber. Scientists remove dinosaur blood from the stomach of the Jurassic pest and from this DNA, it is possible (yeah sure!) to make a dinosaur from scratch — a bit like an Airfix model, really. This project is so successful that, with a little tweak here and there, they are able to produce several different species, including the nightmarish Tyrannosaurus Rex and the deadly-cunning Velociraptors.



Dinosaurs from the book and the film are included.



Grant's in trouble as a T-Rex storms the centre.

A walk in the park

Unfortunately, while a group of 'specialists' tour the unopened complex, an unscrupulous racketeer causes a power shutdown and the dinosaurs run amok. And so we have the basis for Ocean's biggie of the year. The SNES version involves guiding Dr. Alan Grant (Sam Neill's character in the film) out of Jurassic Park, while avoiding lots of very hungry dinosaurs. This takes place over six levels, split between the Visitors Centre and the Park itself, and Grant must complete nine tasks before he can even contemplate leaving. Ocean stress the game won't be an entirely linear experience, as items collected in a particular level may be useful in another, emphasising the exploration theme of the game as well as the heart-pounding action element.

Before leaving, Grant will have seen the entire park. He starts the game armed only with a kind of cattle prod (a dinosaur shove?), but through the game can collect nerve gas canisters and a rocket launcher. The dinosaurs' behaviour is also 'realistic', in that the smaller dinosaurs run away when you (Grant) appear, and the carnivores can only see you when you're moving.

Included in the game are dinosaur sounds and music direct from the film, as well as digitised pictures.

Included in the game are dinosaur sounds and music direct from the film, as well as digitised pictures of the film characters which pop up to give advice. On top of this, Ocean are claiming some technical firsts, for example the use of high-resolution backdrops. They have also boasted of their access to film stills and storyboards, though how this will improve gameplay remains to be seen.



There's only one way out of this situation — stay perfectly still.



Dr Grant takes a well earned break.

The inside story

The SNES version, unlike its eight-bit counterparts, has a strong strategy element. Interior sections are shown in first person perspective, as Grant negotiates the 'Raptor infested corridors of the visitors' building. These 3D segments use a technique known as texture-mapping, which overlays vector graphics with a kind of hi-res bitmapped backdrop. This process is almost too much for the poor old SNES, which uses a DSP chip — a maths coprocessor — to bring the cart up to speed.

If *Jurassic Park* lives up to the hype, Ocean will have one of the biggest games of the year on their hands. To find out the facts, tune in to SNES FORCE's full review next month. ■



The dinosaurs' behaviour is claimed to 'realistic.' True to the movie, the smaller creatures are timid and carnivores are 'blind' if you stand still.

The screenshots used in this feature would not have been possible without the help of Steve, Lee, Sherry and Simon at Ocean.

sic Park

Walk the dinosaur

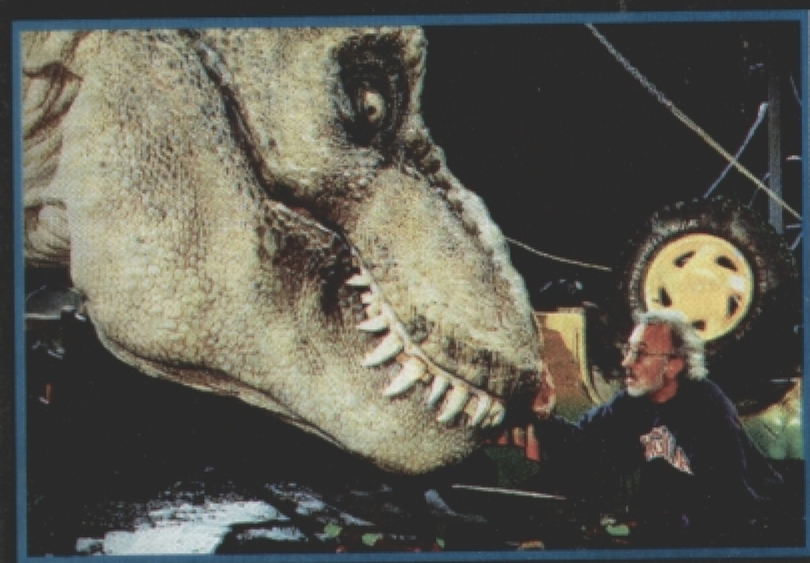
Expectations are high as *Jurassic Park* nears completion and Mark Rogers, Software Manager for Ocean of America explained the fundamentals of such an awesome task.

Before any plans for the game can be drawn up the team try to get as much info on the license as possible, as Mark states: 'We have to read the book, the movie script, etc., to gain as much knowledge about the property as possible.'

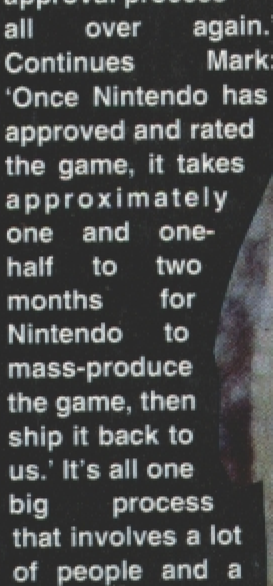
Reading books is all very well, but how do they capture that true feel for the movie? 'We'll get photos from the film, and go to the movie set when possible to get a feel for the film's visual style, atmosphere, etc. In the case of *Jurassic Park*, it's important for us to see how the film differs from the novel' — essential, seeing as the game is based on the film.

Once the game style has been decided and approved by the film studio the real work begins: 'The programming is broken up into two parts, and work on each part proceeds simultaneously' declares Mark, 'The programmers work on the logic, character movement, and game play, while artists create backgrounds, characters, and any other objects in the game. The whole process takes approximately six months. During this six months milestones are set, specifying when artists and programmers must finish a given portion of the game, when sound effects and music will be added, etc. The whole project, and when each component of the project must be finished, is mapped out.'

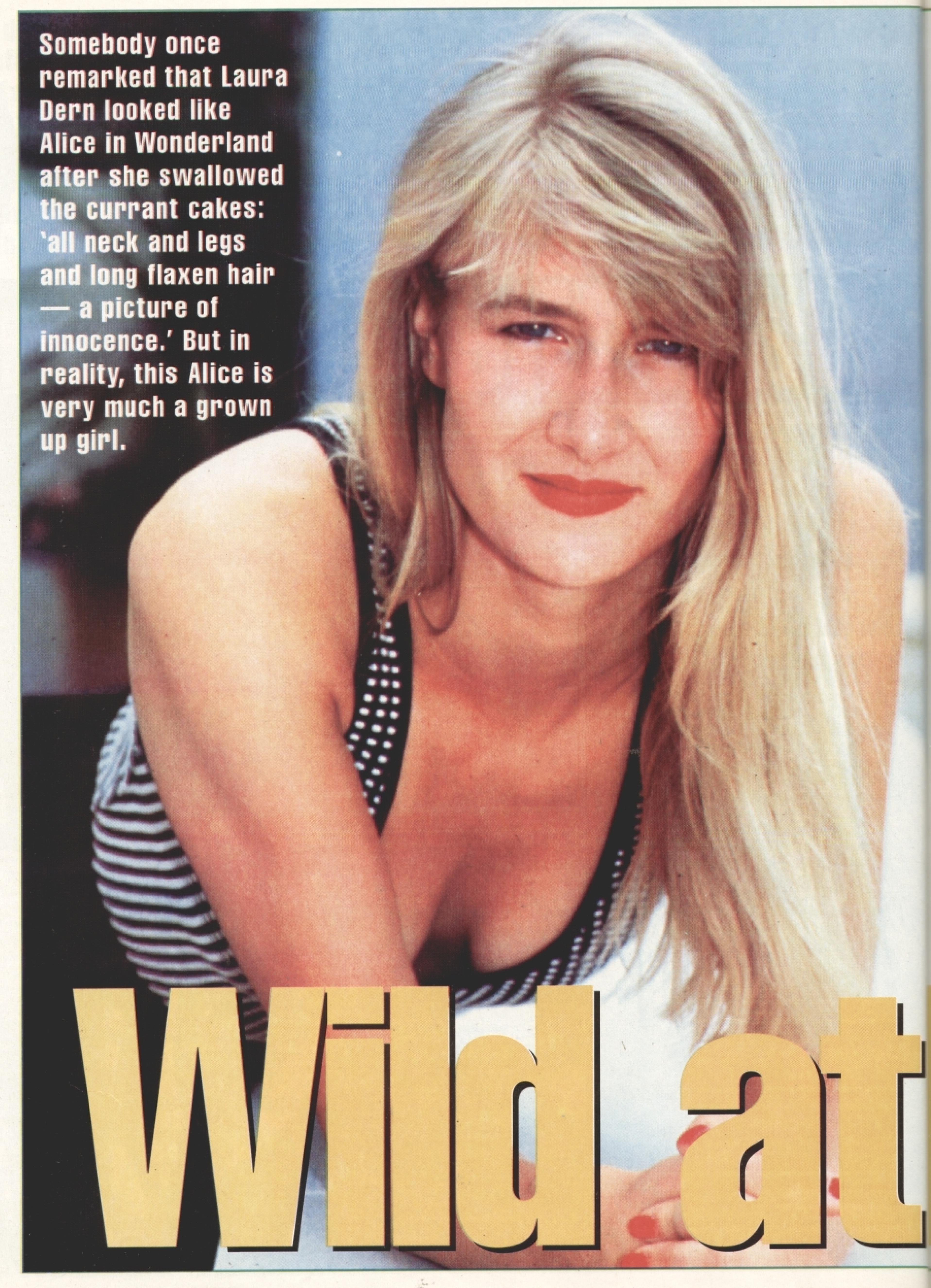
Once the game prototype is finished, it's rigourously tested for bugs and any frustrating flaws. When these are ironed out, there's only one more step to take: 'Next we submit the product to Nintendo for approval. It's important to submit a product that has been thoroughly tested, because if Nintendo finds a bug, it must be corrected and retested. It then has to go through the Nintendo approval process all over again.' Continues Mark: 'Once Nintendo has approved and rated the game, it takes approximately one and one-half to two months for Nintendo to mass-produce the game, then ship it back to us.' It's all one big process that involves a lot of people and a lot of time.



Capturing a movie's feel is essential. 'We'll go to the movie set when possible to get a feel for the film's visual style and atmosphere.'



Laura Dern talks...



Somebody once remarked that Laura Dern looked like Alice in Wonderland after she swallowed the currant cakes: 'all neck and legs and long flaxen hair — a picture of innocence.' But in reality, this Alice is very much a grown up girl.

LAURA DERN ■ 'Acting makes you grow up fast,' she says. 'Through the roles you play, you learn about your true self, your dynamics, inner needs and fears.' Laura has certainly had to confront some inner primordial fears in her latest celluloid offering. As one of the stars of Jurassic Park (she plays hero Sam Neill's biologist girlfriend), she spends the whole movie trying to avoid being snapped up or stomped on by a variety of gene-spliced prehistoric creations.



I've never had any illusions about winning an Oscar for my role in *Jurassic Park* but it's a fun movie that's going to be seen by millions of people.

'It was hard work, but a terrific experience,' claims Dern. 'Ever since I saw One Million Years BC as a kid I have always wanted to be in a movie along with some really scary dinosaurs. And of course it didn't hurt that Steven Spielberg was directing it as well....'

Weird and wonderful

The 25-year-old actress is the daughter of actor Bruce Dern, a weird cult figure who became something of an icon of '60s and '70s exploitation cinema before moving uneasily into the mainstream. The first time she ever saw her dad on screen was when his severed head rolled down a staircase in *Hush Hush Sweet Charlotte*! Her mum is actress Diane Ladd, who actually fulfilled the same role on screen in the controversial David Lynch movie, *Wild At Heart*.

'Being the daughter of an acting family forces you to have some sense of drama in your life,' explains Laura. 'When you're raised by actors, you understand emotion. You're being paid to expose your emotion to the camera. But the difficulty in being that vulnerable is feeling too much. Like everything you learn from your parents, it's a gift and a hindrance.'

Laura's parent's split up when she was two, and she spent a fair amount of time accompanying her mother to film sets. She was only nine when she got her first movie role. It was an uncredited scene alongside mum in *Alice Doesn't Live Here Any More*, when she was called upon to eat an ice cream cone. Afterwards, director Martin Scorcese said to Ladd: 'Your daughter has managed to eat 19 of those things in 19 takes without throwing up. She *has* to become an actress.'

Laura thought so too, and gave up the next two years of horseback riding and playing with girl friends on Saturday and Sunday mornings for acting classes at the Lee Strasberg Institute. At eleven she introduced herself to an agent at a Hollywood party and found herself auditioning for, and getting, a part in the teenage drama *Foxes*. This was followed in short order by the role of a blind girl in *Mask*, a teenage temptress in *Smooth Talk*, an average high school girl in *Blue Velvet*, and, most controversially, that of the innocent sex kitten in *Wild At Heart*.

No illusions

With such a wealth of roles behind her, it's something of a surprise to find an accomplished character actress like Dern mixing it with Spielberg's dinosaurs, especially as she knew right from the beginning that the human stars of this movie were barely going to get a look in once old T-Rex and his mates showed up.

'Yes, of course the dinosaurs are the star of the show, closely followed by Steven himself,' admits the actress. 'I've never had any illusions about winning an Oscar for my role in *Jurassic Park*. But it's a fun movie that is going to be seen by millions of people the world over, a real blockbuster. And I guess that at this stage in my career I just wanted to let my hair down and be part of that sort of a project.'

In fact she agreed to take the part some time ago. But because of the massive amount of pre-production work necessary to get the effects right it was almost two years before she was asked to step in front of the cameras. 'Acting is all make believe, of course,' says Dern. 'But it takes that extra bit of imagination to react to thin air, which is what we had to do when we were filming this picture. Steven would point to a spot on the horizon and say, 'I want you to imagine there is a huge prehistoric creature bearing down on you...' Then I had to scream in terror at a monster that wouldn't be put into the picture until later. Now that's what I call acting!'

Puppet features

She did get the chance to see some of the dinosaurs, because a few (like the park's Triceratops), were built full-scale and operated by an army of technicians tucked away out of camera frame. 'These creatures looked incredibly realistic' she says, 'and in fact I got quite fond of one or two of them by the end of filming. They wouldn't let me take them home, though....'

She also enjoyed the chance to work with the legendary Spielberg, who she says, 'has an incredible mind, and is really together on every aspect in movie making. He never gets flustered, which is amazing when you consider the kind of money there is at stake on a production like this.'

That money has been returned to the producers many times over now that *Jurassic Park* looks like being the most financially successful film of all time. It's incredible success certainly won't do Laura's career any harm. But where does she go from here?

'I'm certainly not going to do any more special effects movies for a while,' she laughs. 'They take too long to get finished. But you know, a few years back they tried to pigeonhole me as the girl next door. Last year I was the screen's favourite bimbo. This year I'm being chased around by dinosaurs. Next year, who knows? But it will probably be something controversial. I'm not interested in safe choices. It's much more fun to do things that have risks attached.'

Long may she remain wild at heart. ■



Great Big Lizards!



What's *the* biggest movie of 1993? *Jurassic Park*. What's the most eagerly awaited SNES game of this year? *Jurassic Park*. What's SNES FORCE's latest and greatest exclusive competition involved with? *JURASSIC PARK*!

Long hours of telephone negotiations have gone into securing you the best compo prizes this side of… well, a park full of dinosaurs. The benevolent folks at Ocean Software have agreed out of the kindness of their T-Rex sized hearts to a competition bigger than a brontosaurus on stilts.

Yes, the grand, super, all-important, omnipotent first prize winner gets…

- **An expenses-paid trip to Ocean Software, Manchester, to meet the programmers of the game!**
- **Their name included in a future Ocean game!**
- **The original SNES box artwork!**
- **The *Jurassic Park* SNES cart!**
- **A *Jurassic Park* T-Shirt!**

What more could a dino-maniac ask for? To meet the demi-gods who produced the game and receive a priceless work of art is privilege indeed, but to be immortalised in a forthcoming Ocean release! All those gamers battling to finish the last level, sweating blood and tears to see the end sequence — with *your* name in it. Don't say we don't treat our winners to the best possible prizes.

The trip to Manchester includes a return train fare and lunch, plus pictures in SNES FORCE to commemorate the event.

You ain't seen nothing yet… Three Close Runners-up get

- **1 Copy of *Jurassic Park* on the SNES**
- **1 *Jurassic Park* T-shirt**

And that's not all, 10 runners-up get totally exclusive limited edition *Jurassic Park* pin-badges. Enough bait, you must be hooked by now.

To stand a chance of winning these incredible prizes simply complete the coupon below and send it to us at Big Lizard Compo SNES FORCE, Impact Magazines ltd., Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

Just answer the questions and send them in to arrive no later than 20th Sept.

1) The big and frightening dinosaurs in *Jurassic Park* are called?
a) Velocitudes
b) Velociraptors
c) Raptorfarians

2) Which of these is a Spielberg movie?
a) Tetsuo — The Iron Man
b) Best of Electric Blue
c) Close Encounters of the Third Kind

Name ....

Address...

....

....

..................................Postcode.........................

Age..

The editor's decision is final because he's got the biggest appetite for human flesh. No correspondence will be entered into because he can't hold a pen between his claws. If you don't want to recieve mail from any brontosauri or other companies, tick the box ❒

The Super LEAGUE

It's been a great month for platformers with four new entries and *Super Mario All-Stars* charting at number two. Does it have the lastability to outlive *Super Mario World* and take top spot? Join us next issue to find out.

Arcade

1	Ghouls'n Ghosts
2	Castlevania IV
3	Super Pang
4	Joe & Mac 2
5	Chuck Rock
6	Super Bomber Man
7	Taz-Mania
8	Super Adv. Island
9	Battletoads
10	Dragon's Lair

Adventure

1	Legend of Zelda
2	Shadowrun
3	Out of this World
4	Soul Blazer
5	Mystical Ninja
6	Drakkhen
7	Actraiser
8	Gods
9	Rocky and Pocky
10	Final Fantasy

Beat-'em-up

1	Street Fighter II Turbo
2	Street Fighter II
3	Mortal Kombat
4	Final Fight
5	Ranma 1/2 Part II
6	Batman Returns
7	Rushing Beat Run
8	Super Double Dragon
9	Turtles IV
10	Tuff E Nuff

Platform

1	Super Mario World
2	Super Mario All-Star
3	Mickey's Magic Quest
4	Tiny Toons Adventure
5	The Addams Family
6	First Samurai
7	Prince of Persia
8	Smartball
9	Asterix
10	Super Putty

Puzzle

1	The Lost Vikings
2	Lemmings
3	Super Tetris/Bombliss
4	Krusty's Spr Funhouse
5	Yoshi's Cookie
6	Push Over
7	Q*Bert
8	Troddlers
9	Spin Dizzy Worlds
10	Monopoly

Shoot-'em-up

1	Alien³
2	Super Star Wars
3	Parodius
4	Cybernator
5	B.O.B.
6	Super Probotector
7	Pop 'n' Twinbee
8	Axelay
9	Starwing
10	Super Swiv

Sports

1	Super Mario Kart
2	Top Gear
3	Super NBA Basketball
4	John Maddens '93
5	Super Tennis
6	Striker
7	Super Soccer
8	Extra Innings Baseball
9	Exhaust Heat II
10	Nigel Mansell F1 Chal.

Strategy

1	Pilotwings
2	Desert Strike
3	Sim City
4	Player Manager
5	Populous
6	Super Strike Eagle
7	Mech Warrior
8	Sim Earth
9	Power Monger
10	Sky Mission

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores an via mail order. It is advisable to chec compatibility with your retailer before purchase.

The Review section

...is the most accurate reviewing system. After 31 days of rigorous playtesting we've compiled 36 pages of unbiased comment and informed opinion. Enjoy!

Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed.

What the makers say
A chance for the people who produced and market the game to do a short sell to you.

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a "first impression session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fairs, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score
One of the team is assigned the game for a complete review after the First Impression sessions have been completed. The first day score achieved is a good indication of how difficult (or otherwise) a game is.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Normally only titles worthy of our *Smash!* accolade make it.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full



Platform

Producer ..... Nintendo
Supplier ..... Nintendo

Price £49.99
Status ..... UK Release

Players 2
Lives ..... Varies
Continues ..... Varies
Extras ..... Save Game

What the makers say...

New improved sound, graphics and the ability to save progress for each game — an instant 4-in-1 hit for old and new Mario fans alike!
■ Nintendo

Controls



Run	
Jump	
Fire/Tail Attack	
Fire/Tail Attack	
L	Nothing
R	Nothing

First impression



"Looks amazing, four of the best games of all time on one SNES cart."



"I thought the Mario tips calls were over... and they revitalise the old games!"



"The games are even better than the classic 8-bit versions."

First day score

Simon SMB3 World 4

SNES FORCE **Smash!**

Super Mar

Nintendo's latest offering combines three of the best selling games ever with a previously unavailable title. Just how *do* Mario's exploits fare on the SNES...?

There shouldn't be anyone who doesn't know who Mario Mario (so good they named him twice) is. In America he is known to more children under 12 than Mickey Mouse. Beloved brother of Luigi, trusted friend of Toad, doting suitor of Princess Daisy and hero to a generation of console kids, the dungareed Italian has now starred in nine of his own games (including the forthcoming *Yoshi's Safari*), and provides Nintendo's first compilation cart — *Mario All-Stars*.

On the cart are *Super Mario Bros. 1, 2* and *3*, plus a previously unavailable game — *The Lost Levels*. These formerly NES-only titles have all been reworked and tweaked to bring them up to today's high SNES standards, while leaving the basic blueprints untouched. Graphics have been redesigned with new and detailed sprites, extra colour, new parallax and shaded backgrounds. The presentation is an odd mix of Mario cuteness and information on the history of the plumber who has become an institution.

The original 1985 arcade hit *Super Mario Bros.* stars Mario as he runs and jumps around Mushroom World on a quest to save the Mushroom Princess from the evil King Koopa and his tribe of Koopa turtles. It boasts mushrooms transforming him into Super Mario, stars for invincibility, fire flowers for a fire attack and green mushroom 1-ups. 1986's *The Lost Levels* is a remix of this, with flying koopas attacking the Mushroom Kingdom under the control of the evil King Koopa who now has a name — Bowser. Considered too difficult for American and European games players, it was only released in Japan.

Considered too difficult for many games players, *The Lost Levels* was only ever released in Japan.

Wart a palaver

The third game on the compilation is 1988's *Super Mario Bros. 2*, where the princess returns to save Subcon (the land of dreams). The evil Wart has cursed the dream world and the player has the choice of her highness, Mario, Luigi or the new Toad character to battle with. Lizard King Toad hates vegetables, and so instead of the usual jumping-on-heads method of fighting, the heroes pluck vegetables from the ground and throw them at baddies. Nasties are deadly to the touch, but are harmless if you jump on their heads — they can be picked up and thrown too. Vegetables are spotted by the tufts of leaves sticking up from the ground. Unearthing them can sometimes reveal magic potions transporting you into the Subworld — a silhouetted mirror image of Subcon, where plants are coins and red 'Shyguy' baddies become 1-up mushrooms — so it's useful to keep the potion until one is on screen.

Koopa Trooper

After being banished from the Mushroom Kingdom, King Koopa sets about taking the rest of the Mushroom World in the fourth and final game, *Super Mario Bros.3*. This features Mario and Luigi as they venture across eight countries with loads of new moves and power-ups. Mario can now don a racoon suit allowing him to fly, attack with his tail and become an invincible statue for a few seconds. There's also a frog suit for speedy swimming, a tanooki suit similar to the racoon one and various new features enabling Mario to store multiple items. This is the first Mario title to let you go back screens (multi-directional scrolling) while you fight to defeat each of Bowser's seven children and get to Dark Land for the final battle.

Each game has masses of hidden rooms, levels and warp zones, plus between-level games of luck and skill. *SMB3* features a 'snap' card game and a three-level scrolling puzzle where you press a button to make each level stop, and try to match them up to make a full picture. *SMB2* has a fruit machine, with various different combinations of icons giving varying amounts of lives.

There you have it, the lowdown on Nintendo's main man and the latest incarnation of his legendary adventures. But are they as good as they were on the NES? ■

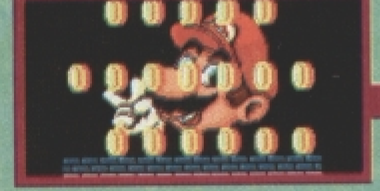
Super Mario Bros.

Mario's first leading role set the standard for the rest of the games. The evil Koopas have taken over Mushroom Land and have kidnapped the King's daughter, Princess Toadstool. It's up to Mario to rid the land of the Koopa menace and save the beautiful Princess.





Mario's first encounter with a end of level Koopa. The object is to hit a switch on the right of the screen behind the Koopa .



One of the secret rooms in *Mario Bros.*.







Some of the enemies Mario can expect to face on his travels.

io All-Stars

Mario Bros 2

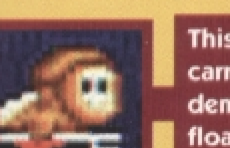
Mario's second outing is set in 'Subcon', the dreamworld. This land has been taken over by the evil Wart and he has everyone under his spell. After a premonition, Mario goes on a picnic with Luigi, Toad and Princess.



In *SMB2* each character has their own strengths and weaknesses. Often choosing the right one is the key to successfully completing the level.



The bonus game is a fruit machine. For every coin collected you can have one try.



This fork-carrying demon floats .



These snakes patrol the desert.



When you find a bottle of potion, throw it on the ground and a door appears.



The player select screen in all its glory. The princess is a good choice as she can fly.



Grabbing the key is crucial but as soon as you pick it up, the faces home in on you — run!

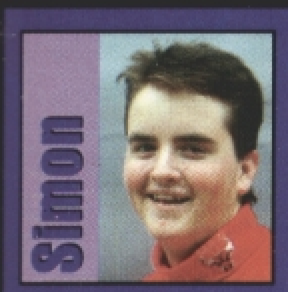


One of the many bosses, this one spits eggs at you. Jump on them, pick them up and throw them back.



No, Mario's not taking a break, these blocks disapear after two seconds. Work your way through the maze to the exit.

'Unbelievable value for money'



It's to good to be true! The complete collection of Mario games, originally produced for the NES, on one cart with enhanced graphics and sound!

On the cart is *Super Mario Bros.*, *SMB2*, *SMB3* and *The Lost Levels* and every one has four save game slots.

The improved graphics are very good throughout, adding colour and shading to almost everything without losing any of the original look. The effects and music have also been beefed up and sound great, particularly the echo in the cave scenes.

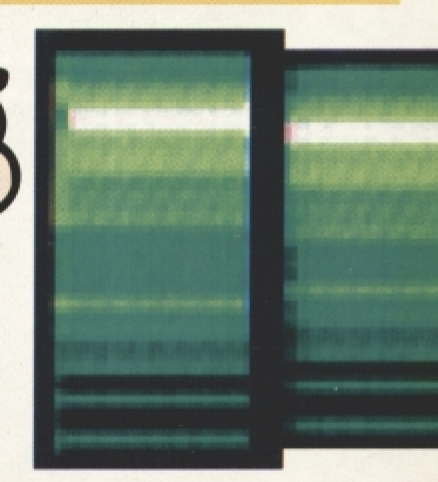
The cosmetics in Mario games have never been their main selling point, so the graphics are only half the story. Playability is what it's really about and here that really excels. Each game has slightly different playability, so there is a good variety. There are masses of hidden rooms and levels to find and loads of secrets to discover.

The cart is not flawless though. They are basically NES games with improved graphics and sound, and as a result are still relatively short of most SNES games' high standards.

Overall, *Super Mario All-Stars* is an excellent buy, and if you're a fan you can't go wrong. The only fault is the slight lack of difficulty, but don't let this put you off a great compilation package.

91%

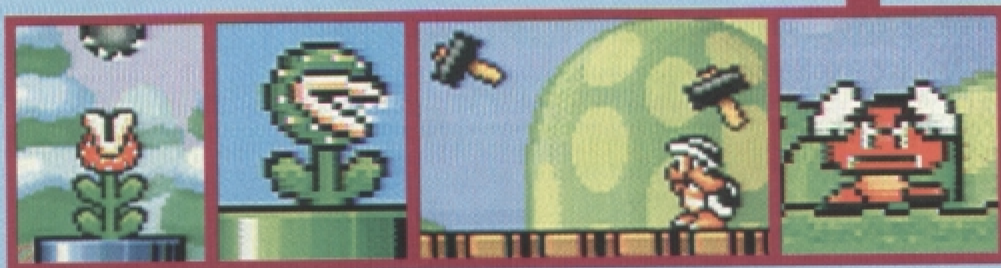




Super Mario Bros. 3

Bowser is back, and this time he's brought the kids! Larry, Morton, Wendy, Iggy, Ludwig, Lemmy and Roy are the seven Koopa kids. Each one has been told by their father to steal a magic wand from the seven kings of Mushroom World and use the wand against them. It's up to Mario and Luigi to get the wands back.

A small selection of the enemies you find in *Mario Bros 3.* The hammer throwing Koopas are very tricky, as are the ball-spitting flowers.

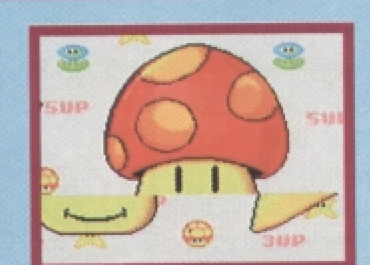




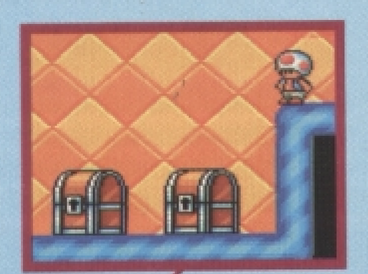
This is the vs. option in *Mario 3.* It's a race between Mario and Luigi as to who can get five coins the quickest, or who can stay alive the longest!

Level Six

This is the whole of World Six on *Super Mario Bros. 3.* As you can see, it's quite small, but still very challenging. Each square is either a level or bonus room, but you don't need to complete all of them to finish the world, you just have to get to the castle at the end. Take at look at what you can expect along the way.





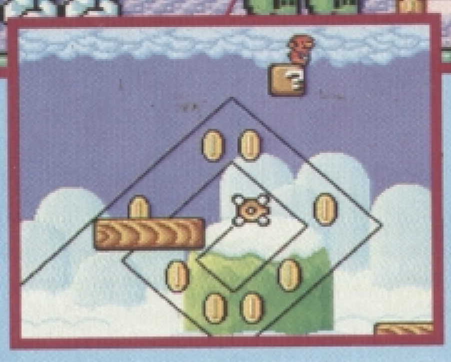














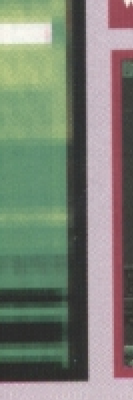
The Lost Levels

Previously only available in Japan, *The Lost levels* has the same storyline as *Super Mario Bros.*, but the level layout and overall difficulty is much, much tougher.

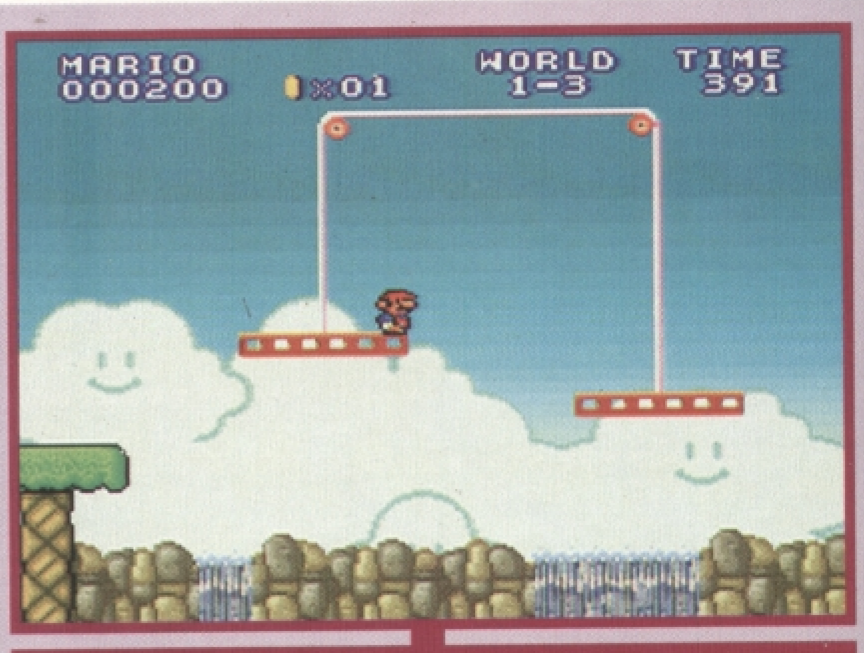




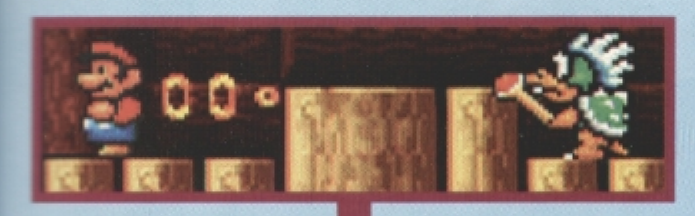
The Lost Levels' enemies are similar to *SMB*, although winged Koopas and tougher layout make the game harder.



You've completed a castle, rescuing Toad but unfortunately there's no sign of the princess.



As the action hots up, you need to be more skilful. The winged Koopas can be tough, but practice is the key to success!



The Koopa kid attacks Mario with one of the stolen magical wands. Each wand has a different attack.



This is one of the *Mario 3* bonus games. You are allowed two tries to match up two of the cards.



One of the ships which the Koopa kids hide in. They are usually full of cannons.





'Joypad-pounding fun'

Jon

Not being one to indulge in such basic pleasures as the SNES has to offer, I found myself irresistably drawn to this appealing, value-for-money compilation cart. The secret of it's pull? The ever charismatic Mario and chums, bounding around, trying to rescue princesses, defeat lizard kings (though Jim Morrison was nowhere to be seen) and generally attempting to restore peace and love (at least, I don't *remember* seeing Jim Morrison...). Although the basic principles of the games are the same, there is plenty of variety in the gameplay, which is frighteningly addictive. *SMB*, though Simon appeared to find it quite easy, still gave me problems — it's hard to believe the game is eight years old! *SMB2*'s new method of fighting — throwing vegetables — brings an even greater sense of fun to the proceedings. In *SMB3*, the chucklesome element is provided by seeing Mario in a racoon suit — this time next year, everybody will have one — and Mario can pick up Koopa shells and use them to great effect. The enhanced sprites and backdrops look great, the sound, while not *Alien 3*, is more than satisfactory and the overall effect is a bright, fun-filled selection of games to keep the average player happy for many happy hours.

92%

Final analysis



"An excellent compilation pack which offers something for every platform fan"



"I don't know what all the fuss is about, it's just a couple of very big but average platformers."



"He may be getting on but his adventures are timeless. Consider this a bargain buy."

Final day score

Simon SMB3 World 7



SUPER LEAGUE — PLATFORM

1. SUPER MARIO WORLD
2. SUPER MARIO ALL-STARS
3. MICKEY'S MAG. QUEST

Mario All-Stars comes in at number two, being excellent value for money and having far better playability than *Mickey's Magical Quest*.

Sound



91

The background music throughout is excellent, and there are some brilliant spot effects.

Graphics



85

Colourful, well drawn backgrounds and sprites, though nothing ground breaking.

Playability



96

Very addictive gameplay with loads of secrets to discover. Very difficult to put down.

Lastability



88

With four separate games in one cart, you'll be playing until the Nintendo CD is released.

Force factor

A superb introduction to Mario mania. Four of the most playable games of all time at a bargain price.



92



Strategy

Producer.....Anco
Supplier.....Anco

Price.....£49.99
Status.....Official Uk release

Players.....2
Lives.....N/A
Continues.....infinite
Extras.....Save option

What the makers say...

Player Manager uses managerial decisions where it counts — on the pitch. End to end action tests your playing and managerial skills to the limit. ■ Anil Gupta

Controls



Green button	Chip
Yellow button	Shoot
Blue button	Overhead kick
Red button	Sliding tackle
L	Auto pass
R	Auto pass

First impression


Not that good as the graphics and sound are both rather basic.


Bizarre icons, strange mix of strategy and action.


An ageing concept but the soccer game handles very well.

First day score

Chris 4th in the 3rd Div.

Kevin Keegan's Player



Pressure, stress and strain — a football manager's diet. Anco kick off the football season with a new breed of soccer simulator...

Kevin Keegan's Player Manager is the first football game to take a 'behind the scenes' perspective. Take charge of a struggling second or third division team and test your player and managerial skills to the limit. Your priority is to strengthen the team through rigorous coaching and intuitive signings. Study the attributes and skills of each player and experiment with new tactics. Don't forget that overtraining can have a detrimental effect on team morale or cause injuries.

Keep one eye on the transfer market and the other on the purse strings — failure to manage the finances may lead to dismissal. Success is rewarded with increased gate receipts, sponsorship and T.V. coverage, boosting morale and generating funds. Persistent failure results in dwindling attendances, transfer requests and the fans calling for your head.

Mouse trap?

Gameplay revolves around a series of mouse-compatible icon-driven menus. The central selection screen offers four choices. The continue option restores a previously-saved scenario. Practice mode teaches ball control and set piece plays while Kick Off is a pure one or two-player soccer game. Click on the relevant icon and you're guided to the next screen.

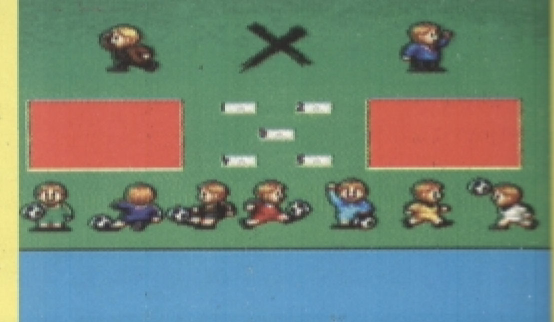
Start a new game and the computer allocates the available players in the League to different clubs. There are 26 different set ups so variety is guaranteed. Pay a visit to


Play a full game in the Anco challenge or alternatively watch the computer play your match in the management game.



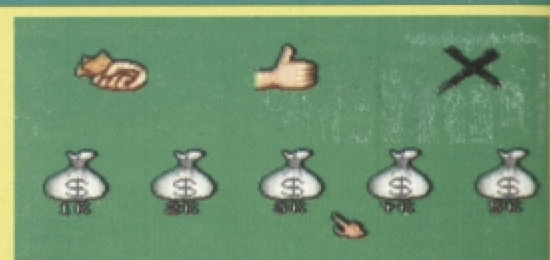
After each match the board report on your progress. If you're picked for the England squad you may miss a crucial club game.

The key to success on the football field is good preparation off the pitch. The manager's office is the central selection screen allowing you to check on all the key elements crucial to pre-match selection. Simply click on the relevant icon for an up-to-the-minute report on players' fitness, team morale, training schedules or even last minute developments in the transfer market.

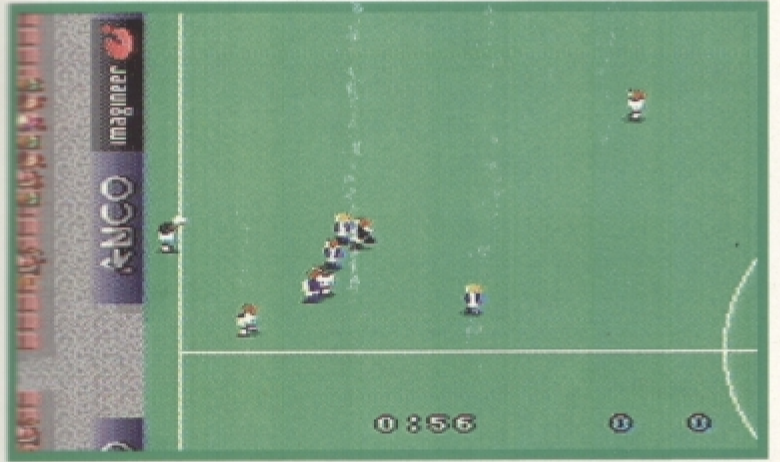

Instruct the scouts to look for players of a certain position that fall within your desired budget.



If you're doing badly, search the papers for a new job. You can also write yourself a memo.

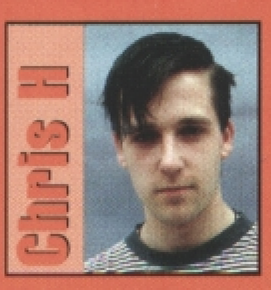

Boost performance and team morale by giving players a cash bonus.

Manager



All football action is viewed from the traditional *Kick Off* overhead perspective. Gameplay can be gluefoot or free running.

'For veterans of the field'



Who'd have thought it? The old soccer management formula has resurfaced and, the game style stirring up hateful feelings within me, I was far from eager to play it. However, unlike the products of yester-year, *Kevin Keegan's Player Manager* takes a fresh approach. What first becomes clear is the enormous amount of options, there really is a massive choice — it took me an hour just to get started!

Participating in matches breaks up the monotony of scanning reports and statistics, even though it's tricky to play. The ball is forever running from the players feet, so turning while in possession is difficult. You can trap the ball for more control, but the opposing team usually tackles as you attempt this. Setting up winning moves or flawless passing plays is tough, but this adds a certain edge. It'll take more than a few plays to score a single goal!

As far as lastability goes, *Player Manager* can't be faulted; with so many options to experiment with you'll be up until the cows build homes.

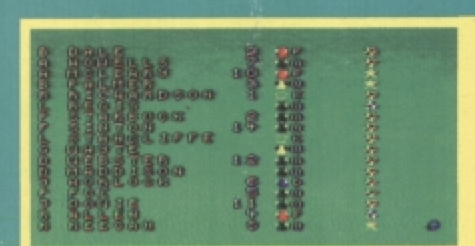
The only crinkle is the level of difficulty — the size of the manual alone will put off a lot of newcomers — and even veterans must be patient.

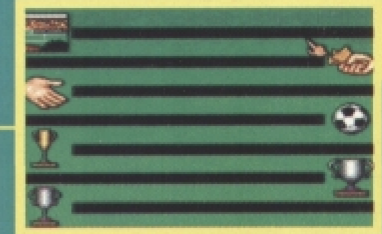
Management games don't appeal to everyone, but if they appeal to you, try this. It's the first of its kind to appear on the SNES and has set an admirable standard.

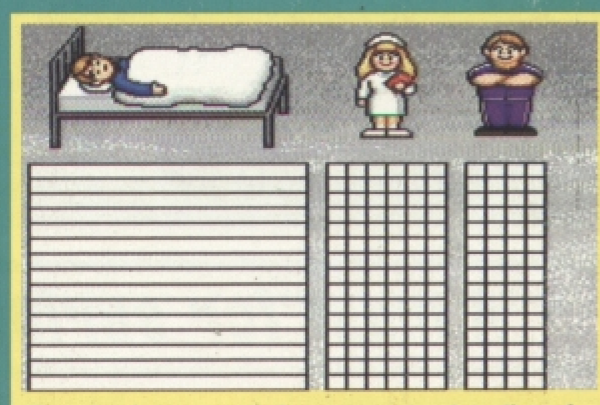
83%

Boost morale by designing a snazzy new playing strip.


Instruct the coach on the type of training the team needs.


The squad icon gives a breakdown of the team, positions and current form.

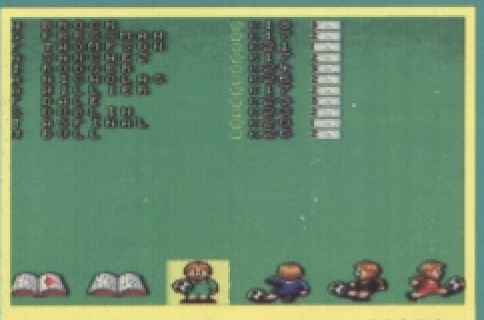

The trophy cabinet keeps a record of any competitions won. Unfortunately, it's empty!


The physio's report gives an up to date list of all injured players. It's good news if it's clear.


The fixture list is a guide to the matches in a season.



LIFE IN THE HOT SEAT


Check the transfer market and bid for any players you want.

GATE RECEIPTS		WAGES	
TV RECEIPTS		CONTRACTS	
SPONSORSHIP		PURCHASES	
SALES		BONUSES	
MISCELLANEOUS	350K	MISCELLANEOUS	
NETT		350K	
LAST BALANCE		0K	
CURRENT BALANCE		350K	

Keep a close eye on finances. Selling players is your main source of revenue.

the office and use one of three options — manager's office, league statistics and match day.

Each icon takes you to a different aspect of management; give the coach the week's training orders, instruct the scout to look for new players, look over the transfer market or check the injury situation with the team physio.

There are seven types of player, identified by shirt colour — keeper, defender, sweeper, midfield, utility, forward and winger.

Players are rated according to physical attributes (pace, stamina, aggression, resilience and flair) and skills (shooting, passing, tackling and keeping). A black bar shows the division average of each skill/attribute and a yellow one displays the ability level of the selected player.

Icons highlight a player's injury status (go and see the physio for a detailed report), fitness, disciplinary record, international caps, whether he's on the transfer list and contract expiry date. It sounds complicated but layout is clear, the icons instantly recognisable and using the mouse speeds up the selection process immensely.

Stat attack

The league statistics screen gives access to data on average gate, highest score — even the Chairman's inside leg measurement!

With the management duties taken care of, all that remains is to play the match. Again there are options galore, offering you the chance to play the fixture, watch the computer battle it out for you or allow the computer panel to forecast the result.

Have you picked the right tactics? Should you risk playing an almost fit striker? All that remains is to put on your lucky socks and sweat it out on the bench. Can you handle the pressure...?



Only 39 seconds to go in this crucial cup tie and scores are dead level. It's time to bring on a defender and play for a draw.

BALL CONTROLS

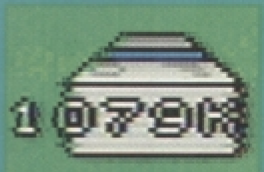
The player information screen gives a detailed breakdown of each player in the squad.



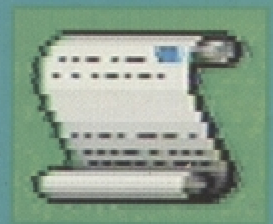
Physique: picture of the player shows skin tone and hair colour.



Goals: shows the current number of goals scored for the club



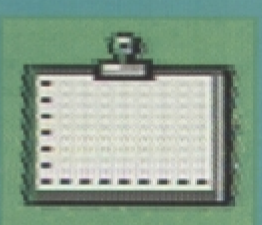
Value: a player's value changes depending on performance.



Transfer: put a player up for sale. Helps raise extra revenue.

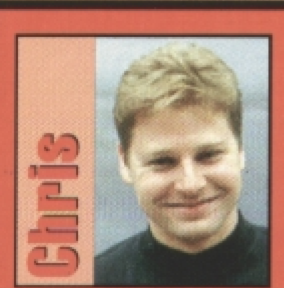


Transfer request: if a player puts in a bid to move, this turns red.



Games played: highlights appearance records on a graph.

'A must for serious soccer fans'



Player Manager is the most involved soccer sim I've ever played. From the second you take your place in the managerial hot seat and delve headlong into the intricate world of football management you're hooked. Forget your social life, five minutes with this cart and you lose all touch with reality. I was so engrossed I forgot to turn up for soccer practice — it's that good!

Don't let the average graphics and sounds fool you, the most important factor in any game is playability and *Player Manager* has it by the bucket load. At first, the vast array of icons is bemusing but persevere and you're rewarded with absorbing and engrossing gameplay. Designed as a simulation rather than a pick-up-'n-play title, the attention to detail is incredible. Every element of gameplay has been thought through right down to a young clone appearing once you're past prime.

For the vast majority of football fans that want more than just colourful graphics and hi-tech sounds it's a Godsend. The hours speed by as you scour the transfer market for a new defender only to have your bid blocked by the Chairman. The options are superb and with 26 set ups and save game facility lastability is faultless. If you care more about authenticity than cosmetics this is ideal. One of the best simulations I've ever played and a must for serious soccer fans.

90%

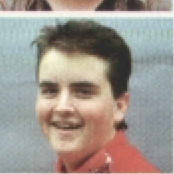
Final analysis



"The attention to detail in this game is amazing. Graphics and sound are both poor but the tactics are excellent."



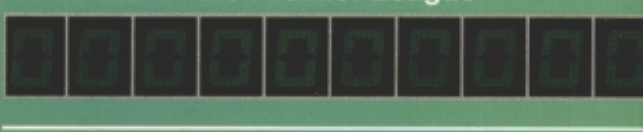
"Excellent tactical stuff on the training sections, but I recommend choosing not to play the matches yourself."

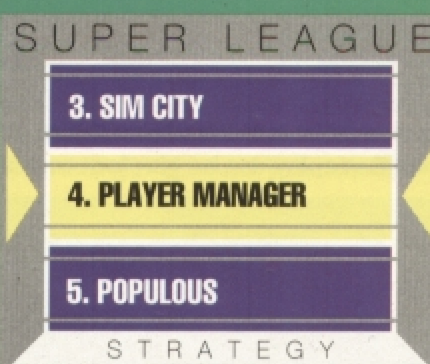


"Lots and lots to fiddle around with. Soccer fans won't be able to put it down."

Final day score

Chris 10th in the Premier League





Player Manager has greater than *Populous* giving it more lastability but weak graphics and sound mean it can't quite out-do *Sim City*.

Sound



Repetitive tunes and limited effects during each match. Best turned off.

Graphics



Easy to use mouse-driven icons and menu graphics, though the in-game sprites are fast but very small.

Playability



A daunting game on first sight but master the menus and items it becomes easier with every game.

Lastability



Stacks to do and there's endless possibilities for many a frantic footy match.

Force factor

Definitely a simulation rather than an arcade game but incredibly authentic and very addictive.



Field of Dreams



You've played the game now meet the players! That's right, after sampling the delights of *Player Manager* you know about the life of stress and strain that the league's top managers face — the continual boardroom battles with the Chairman, the endless search for new players, the agony and anguish as your team go down a goal in the first round of the cup — no wonder Kevin Keegan's gone grey!

But even the league's top managers have to take time out and so to celebrate the launch of the new football season and the official UK release of *Kevin Keegan's Player Manager*, Anco are giving one lucky reader the chance to win a day out of a lifetime.

Your glory day begins with a trip to Tyneside where you'll be met by the legendary Kevin Keegan. Next it's off to Newcastle United for a complete tour of the stadium with the great man as your host. All that walking is bound to work up an appetite so you'll be taken for a slap-up lunch at the luxurious Newcastle United leisure complex. Once rested and fully fed, it's only a small hop across the ground to a special hospitality suite to watch the game in luxury.

Has Kevin picked the right formation? Should he risk playing his experienced striker even though he's only 75% fit or would the in-form novice rise to the big occasion? All will be revealed in the next 90 minutes. This unique opportunity allows you to see one of football's greatest manager's in action. It really is a football fan's dream.

With the game over and the spoils of victory won, you'd be forgiven for thinking the end of the best day in your life was drawing to a close — no way! Anco wouldn't let you go home without a toast to *Player Manager*, so they've organised a special reception in the exclusive players' bar where you can have a few drinks with Kevin and the team (over 18s only) and discuss the day's events. All-in-all a truly remarkable day out.

So the burning question is how do you win this great prize? Simply answer the questions below and send the coupon to Field of Dreams compo, SNES FORCE, Impact Magazines, Ludlow, Shrops SY8 1JW.

The closing date for entries is September 20th and the trip will take place on October 30th.

Answer the two questions below and dribble the coupon down to the postbox — it could be your lucky day.

1. How many different set ups does *Player Manager* have?
a. 3
b. 10
c. 26

2. Which of these teams has Keegan NOT played for?
a. Liverpool
b. Hamburg
c. Lazio

Name..

Address..

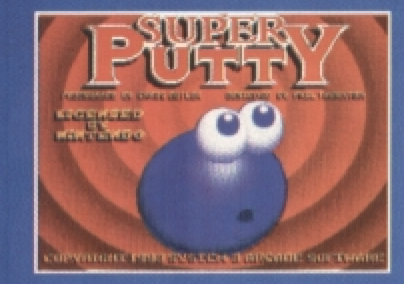
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Age..

Only fully completed coupons will be accepted. The editor's decision is final and no correspondence will be entered into. If you don't want to receive mail from other companies, tick this box. ❐



Puzzle

Producer......System 3
Supplier......System 3

Price......£44.99
Status......Official UK release

Players......2
Lives......3
Continues......None
Extras......Training level

What the makers say...

21 stages of platform fun that will s-t-r-e-t-c-h your imagination, loosen your fingers and bend your mind. Rubbery!
■ Mark Cale
System 3

Controls

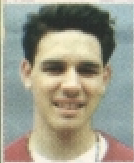


Green	Nothing
Yellow	Jump
Blue	Inflate
Red	Stretch
L	Punch Left
R	Punch Right

First impression


"Putty looks and sounds very good and offers a huge challenge."


"Great idea to make a game starring plasticine, but it's so difficult!"


"Well it's definitely original and has all the elements of a class game."

First day score

Chris H

60120

Usually stuffed between decaying bricks or packed into window frames, putty has its uses. But now, it's got a mind of its own... and it's mad.



Super P

Until now, no place was more serene than Putty Moon. The daily populace would knit, observe doves and sleep by calming waters. Isolated from violence and war, the Puttians constructed robots to take care of their defence system, allowing them to while away their lives. But one day, without warning, the moon was swept by a wave of evil, pitching all that was peaceful into turmoil. Dazzledaze is not some cheap brand of washing powder, but the dastardly villain responsible for the chaos on Putty.

Dazzledaze has kidnapped the entire population and intends to turn them into bubblegum, selling them to unsuspecting sweet-toothed children across the galaxy. Fortunately, the Puttians haven't quite met their sticky ends, as Putty, a heroic ball of blue gloop, is about to rescue them.

Friend of all Puttians, he of flexible molecules avoided being captured. It's dawned on our hero that life is going to be very dull — there's nobody to talk to! What's more, Putty enjoys the odd stick of gum, and last thing he wants is to be munching a former friend.

The blue blob can alter his shape, size and mass at any time. He can stretch, inflate and even explode.


This level is packed with the strongest baddies in the game: the Snot Goblin and the Scouser Sausage.

Being made of putty is very handy as the blue blob can alter his shape, size and mass at any time. He can stretch, inflate and even explode! Putty can also dish out a solid punch to anything hostile or jump on their heads to seal their fate.

Blue in the face

Putty's not completely super-inhuman — his very existence depends on a pliability meter. The meter is reduced whenever he bumps into an enemy and if the meter runs completely dry Putty sprouts wings and ascends to heaven.

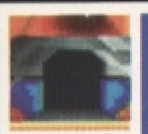

The poor little robot is trapped in an ice block but Putty is on his way! The moving platform takes him across the gap.

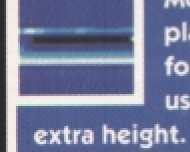

As you get further in, you get higher and higher. This is the first of the 'Technofear' levels, and things get even tougher!



Putty's inflation technique is an cool way of destroying multiple baddies.

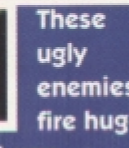



The ideal place to take captive robots.


Moving platforms used for extra height.

Absorb fruit to boost your pliability meter.

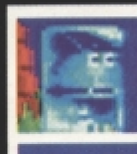

This strange icon gives loads of points.

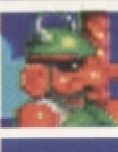

These ugly enemies fire huge shells at you.



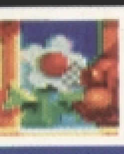


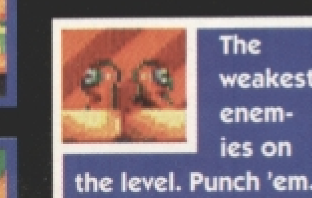
Waste this worthless creature for points.

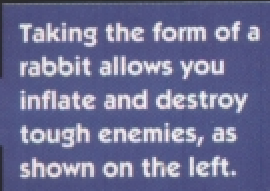

Rescue the robots by absorbing them.

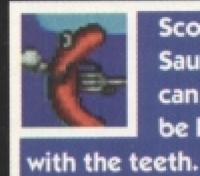

The Goblin throws blobs of green snot.


Avoid this troll until you have the teeth!

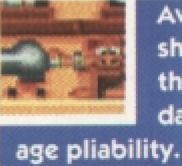

Putty-punch this creature off his ledge.


The weakest enemies on the level. Punch 'em.


Taking the form of a rabbit allows you inflate and destroy tough enemies, as shown on the left.

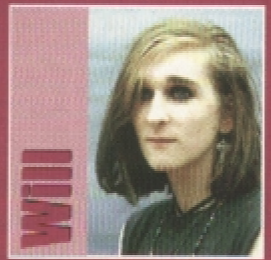

Scouse Sausages can only be killed with the teeth.

It's Putty, the saviour of Putty Moon.


Avoid shells, they damage pliability.


Teeth allow large enemies to be eaten.

'Mission imputtyble?'



Putty is *great* stuff; it holds window panes in place, amuses kids and keeps grandma's dentures in... the world wouldn't be the same without it.

Super Putty is refreshingly original — even the bad guys are unusual (Scouse Sausages?), and the idea definitely deserved its 'Best New Game Concept' award nomination from the '92 ECTS show.

New and humorous it may be, but *Super Putty* is ridiculously difficult. There are only four levels, but that doesn't justify the frustration involved in getting off the first stage. If you're sensible, start on the 'Gym' screen with its guiding arrows and few enemies you think 'Wow, what an excellent idea and doesn't it all move well.' Then lunge enthusiastically to the first real level and get wasted within a few seconds — the screens are *packed* with nasties!

That said, you soon get the hang of the controls and the game becomes tough, but no longer mission im*putty*ble. The colourful graphics and the speech samples are brilliant — watch out for the troll who mutters 'Oi!' when you touch him. The groovy control method and originality are hampered by serious difficulty, making *Super Putty* tough to rate. A few more levels and a few less hazards would probably have made *Putty* an instant classic, but until *Super Putty Turbo*, this is just very good.

78%

The meter increases by collecting fruit, which Putty absorbs through his elastic skin by lying flat on the ground. This also makes him invulnerable — and unable to move, so don't think you can complete the game that way.

The residents of Putty Moon are being held captive on a distant skyscraper. Before Putty can reach them, he needs to deactivate a gang of robots that went haywire when Dazzledaze invaded. Once repaired, these androids can be used against Dazzledaze and help Putty to liberate his friends. Each stage contains a set number of robots and these need absorbing before being taken to a 'safe zone' for repair.


This giant chicken is found on the oriental level. Careful, the eggs hatch.

Once in a blue moon

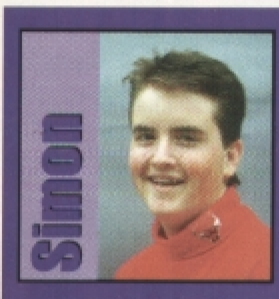
Dazzledaze is firmly opposed to Putty's ideas — only by mulching up the Puttians can he acquire an obscene amount of money and take a step toward universal domination. So he's sent out an army of mutants to foil Putty's rescue. These range from the abnormal to the plain absurd. Clockwork soldiers march about knocking Putty for six, foodstuffs charge around squeaking messages and anarchic animals run amok whapping everything within a paw's reach.

Encounters with any of this horde calls for Putty's renowned fist in the face. This doesn't work on all of the opposition, so be prepared for some trial and error, and a few surprises. ■



When Uncle Ted appears all the villains dance to his music.

'Definitely a try-before-you-buy'



Super Putty is one weird game, set over a number of vertically-scrolling levels. It's an original, well executed game and the high difficulty curve offers a very stiff challenge to even the most experienced player. The graphics are exceptional, featuring some of the best colour and shading of any SNES game. However, you can sometimes lose sight of Putty in the backgrounds!

The accompanying music is the usual jolly tune you expect from a cute platformer and is very good. Sound effects, speech and the samples scattered throughout are excellent — for example, the Terminator Carrots shouting 'Uzi nine centimetre' before firing in your direction. These little features add greatly to the overall appeal.

Putty is not flawless. Eventually, the 'wow look at those graphics' syndrome begins to wear off and you realise that it lacks real depth. While the levels change substantially in appearance, the object remains the same and gameplay is really quite restricted.

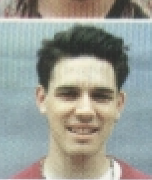
Putty is not a bad game, but its lack of variation and restrictive gameplay are its downfall. If you're after a challenge and like platformers this could be for you, but I'd recommend you try-before-you-buy.

79%

Final analysis


"Very difficult, even to the point of frustration, which unfortunately spoils the great graphics and sound."

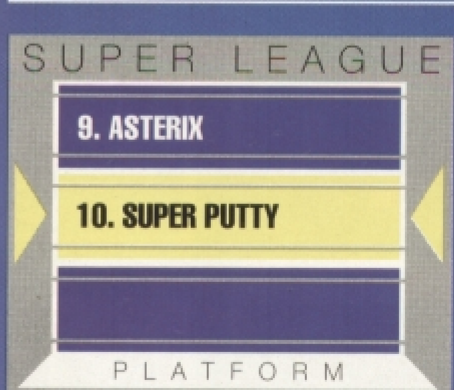

"Excellent platformer, the graphics and sound samples are really superb."


"Incredibly tough in places but the amusing sprites make up for the steep difficulty setting."

Final day score

Simon World 2 completed





Even with *Super Putty's* excellent graphics and sound it just manages to scrape into the bottom slot as it lacks the variation of gameplay.

Sound



Hilarious samples and twiddly tunes, the sort of stuff the SNES needs.

Graphics



Varied and colourful backdrops with great cartoon sprites. A treat for the eyes!

Playability



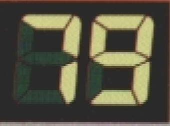
Good control method, but with dubious difficulty curve it's frustrating even for experienced players.

Lastability 69

Good fun, but too few levels mean that you either complete it in a week or get bored and stop playing.

Force factor

Almost a perfect example of a definitive Amiga conversion, but needed tweaking more.



The Gaul of the Man

The SNES FORCE scoops continue. This issue, we've pulled off a major coup — an exclusive interview with the hero of millions, Asterix! We talked to the diminutive Frenchman about trousers, menhir and roast boar...

It wasn't easy tracking down Asterix but we managed. Weary from his latest battle, and feasting heartily on a joint of roast boar, we took advantage of his contended state and invited him to answer a few choice questions…

SNES FORCE: Hello Asterix, could you start by introducing yourself to our readers? Please tell us your full name, age, earliest memory, favourite subject at school, first love, and favourite saying.
ASTERIX: My full name is Asterix the Gaul (in my day surnames weren't so popular as they are now).

My age is my own concern, although I've been having adventures since round about 50BC, which should give you a bit of a clue.

My earliest memory? It's probably the first time I ate roast boar. Once you've eaten roast boar, you never forget it.

My favourite subjects at school were the three R's — Reading, Writing, and Roman-bashing. In fact I was so fond of the Roman-bashing I often asked for extra homework. I also liked arithmetic (if one Gaul thumps three Romans, how many Romans get thumped by six Gauls?)

My first love? The same as my first memory: roast boar.

Favourite sayings are really Obelix's speciality, not mine. and by far his favourite is 'These Romans are crazy!'



'My favourite Super Nintendo game is *Asterix*. I find the hero very appealing; he's someone I really identify with.'

SNES FORCE: What's the greatest thing about being a Gaul and what's been your proudest moment.
ASTERIX: There are so many great things about being a Gaul. We're proud, strong-willed, good-humoured and we have no fear (apart from the vague possibility that the sky might fall on our heads tomorrow — and we don't let that keep us awake at night). Without doubt the greatest thing, though, is Gaulish cuisine — or have I already mentioned our roast boar?

My proudest moment, I think, was when I won a Palm Of Victory in the Olympic Games — and I hadn't even had any magic potion!



'The secret [of Getafix's magic potion] may only be handed down from druid to druid by word of mouth.'

SNES FORCE: When and where did you meet Obelix? Why do you get on so well?
ASTERIX: Obelix and I grew up together — in fact, we lived just a Menhir's throw away from each other as children. In those days Obelix didn't like fighting. He was very shy, and the other boys used to make fun of him. He didn't really know how to defend himself, so sometimes I had to step in on his side. I think that was the beginning of our great friendship.

SNES FORCE: Do you ever get really hacked off that Obelix wears that same pair of blue and white striped trousers? And why does he pull them up so high?!
ASTERIX: Obelix doesn't always wear the same pair of trousers. He has several different pairs. It's just that they're all the same design. Besides, if you read *Obelix and Co.*, one of our adventures, you'll see that he tried a totally different image for a while. Unfortunately, I couldn't look at him without bursting out laughing, so he quickly changed back to his usual gear.

Why does he pull his trousers up so high? If your chest slipped as far as Obelix's has, believe me, you'd pull your trousers up high too.

SNES FORCE: We all know that you gain superhuman strength from Getafix's potions but what are the ingredients? What's *really* in it?!
ASTERIX: I've no idea, honestly! Why do people always seem to think I know what's in the potion? The secret may only be handed down from druid to druid by word of mouth. I can tell you this though: there's mistletoe in it, and also a drop of rock oil, which can be substituted by beetroot juices.

SNES FORCE: Why does Obelix carry that big rock around with him all the time? Did a Norman superglue it to his hands as a practical joke?
ASTERIX: 'Big rock'? 'Big rock'??!! It's a MENHIR. And the reason he carries it around with him, obviously, is because he's a menhir delivery man! How else can a menhir delivery man deliver his menhirs?

The only trouble is, no one knows what menhirs are for.

SNES FORCE: How does it feel to be a national superstar. Has fame gone to your head?



'My favourite subjects at school were reading, writing and Roman bashing. In fact I was so fond of Roman bashing I often asked for extra homework.'

ASTERIX: It's a real honour to be a national figurehead. Did you know the first French satellite was named 'Asterix'? But no, fame hasn't gone to my head. My nose may be big, but my head isn't. I still love the simple pleasures best: innocent, harmless pastimes, like flattening Roman camps and, of course, eating roast boar, which I may have already mentioned.

SNES FORCE: Why are you so small?
ASTERIX: Why am I small? That's a bit like me asking you why you're a computer games magazine.

Both my parents were, let us say, petite, so it's hardly surprising that I am too. Mind you, being small can be very handy: Romans often think I'm a pushover. Until I push them over.

Don't forget, by the way that French national heroes are traditionally small. Napoleon Bonaparte himself was under five-and-a-half feet.

SNES FORCE: It must be terrible to constantly get recognised in the street, mobbed everywhere you go by adoring fans. Do you have to wear a disguise when going out? If so, what is it?
ASTERIX: It's not so much the adoring fans that mob us, more our enemies. So yes, Obelix and I have in the past disguised ourselves at various times as Helvetians, Roman legionnaires, Gothic warriors, Middle-Eastern travellers and on one uncomfortable occasion, two sacks (In *Asterix in Switzerland, Asterix and the Goths, Asterix and the Black Gold*, and *Asterix and the Banquet* respectively.).

SNES FORCE: We've been reading all your books and there seems to be a distinct lack of females in your country. Are there any women in Gaul, and if so where are they hiding?
ASTERIX: All I can say is, you can't have been reading my adventures very carefully! There are just as many women in Gaul as there are men. Take our very own village, for example. There's Bacteria, who's married to Unhygienix the fishmonger; there's Mrs Geriatrix and Mrs Fulliautomatix; there's the beautiful Panacea; and, most obviously, there's the Chief's wife Impedimenta, who runs the whole place with an iron fist (as well as cooking a wonderful roast boar, with little onions done in her own special way....)

Our most recent adventure, Asterix and the Secret Weapon, actually starred a Gaulish woman called Bravura, without whom we would not have been able to defeat the Romans' latest ploy.

SNES FORCE: What makes you really angry?
ASTERIX: Obelix, when he keeps demolishing doors while trying to knock at them. It's very galling.

SNES FORCE: What's your ambition?
ASTERIX: I don't have any great ambitions. Basically I'm satisfied with what I've got: my friends, my cottage, my boar-spit...But it would be nice once, just once, to put to sea without bumping into the same bunch of pirates. And I'm sure the feeling is mutual.



"I think it'll be a few years yet before the wings on my helmet start to droop."

SNES FORCE: What's your idea of a good Saturday night out?
ASTERIX: There's no better way to spend a night out than at one of our traditional Gaulish banquets. The dancing and feasting normally go on until dawn, by which time there's usually only Obelix left at the table, just finishing off the last few boars.

Another good thing about our banquets is that Cacofonix, the village bard, is normally gagged and tied to a tree throughout the proceedings, so we can enjoy ourselves without fear of interruption.

SNES FORCE: What's the toughest mission you've ever been on?
ASTERIX: My toughest mission. Tricky one. I think of most of them more as an opportunity for fun (bashing Romans) and broadening the mind (bashing Romans in foreign countries).

Fortunately the Romans aren't particularly bright, so Obelix and I can normally be back home by page 48, which is banquet time.

One mission that did have me slightly worried for a while was *Asterix and the Cauldron*. In that adventure I was banished from the Village until I could fill a cauldron with sestertil (Roman money). I don't really understand about earning money. People seem to spend a lot of time doing it, and they're never happy once they've got it. Why not deal in something useful, like menhirs?

SNES FORCE: What's your favourite Super Nintendo game and why?
ASTERIX: My favourite Super Nintendo game is *Asterix*. I find the hero very appealing; he's someone I really identify with.

SNES FORCE: Is there anything our readers can do to help protect Gaul from the Romans?
ASTERIX: Those of you who fell in a cauldron of magic potion when you were babies can be very helpful indeed. To the rest, my advice is: buy more Asterix books, available now at all good bookshops!

By the way, if you do happen to visit Rome nowadays, please refrain from beating up the local inhabitants. They're no as bad as they used to be.

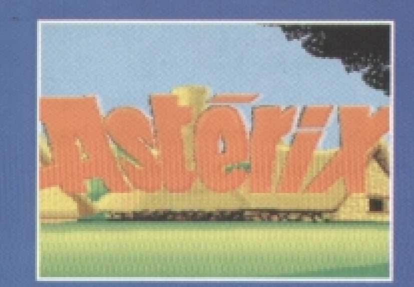
SNES FORCE: You've been to Britain on your adventures. Were you tempted to stay?
ASTERIX: I love the Britons despite their warm beer, boiled boar, stiff upper lips, and their strange habits of drinking hot water at five o'clock and putting Nelson on their columns instead of Napoleon.

Yes I was tempted to stay, but you know, a Gaul can only take so much mint sauce before he just has to return to home and roast boar the way mother made it.

SNES FORCE: What are you going to do when you retire?
ASTERIX: Retire? Retire from what? Eating, drinking, sleeping and bashing Romans? The oldest inhabitant of our village, Geriatrix, is well over ninety, and he hasn't even begun to think about hanging up his walking stick yet. No, I think it'll be a few years yet before the wings on my helmet start to droop.

SNES FORCE: Have you anything to say to our readers before you leave?
ASTERIX: Yes. THESE INTERVIEWERS ARE CRAZY!!!
SNES FORCE: Thanks a lot. ■

Well, there you have it: Roman paffing, roast boar, and the mystery of menhirs explained. Join us next month, when we reveal the secret life of another icon for a generation.



Platform

Producer.................Infogrames
Supplier.................Infogrames

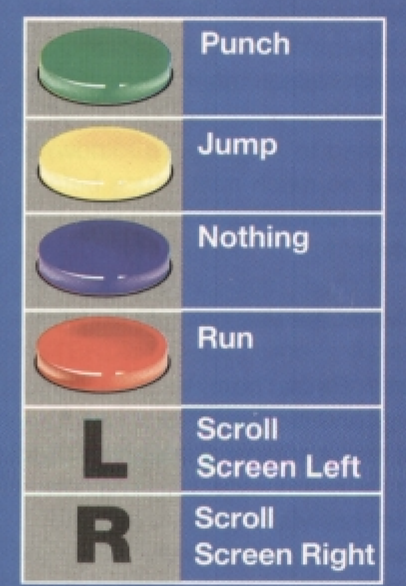
Price.................£44.99
Status.................UK Release

Players.................2
Lives.................3
Continues.................5
Extras.....3 Difficulty Settings

What the makers say...

'Asterix is the ultimate, nay pinnacle of French entertainment after Edith Piaf singing *Jeux Sans Frontiérès.*' Vive la France. Vive Asterix!
■ Beverly Gardner

Controls



Green button	Punch
Yellow button	Jump
Blue button	Nothing
Red button	Run
L	Scroll Screen Left
R	Scroll Screen Right

First impression



Graphically, *Asterix* is not bad, sprites are very cartoon like and good to look at.



Captures the feeling of the comics, but I can't see anything too original.



This guy is perfect for a platformer but where are the enemies?

First day score

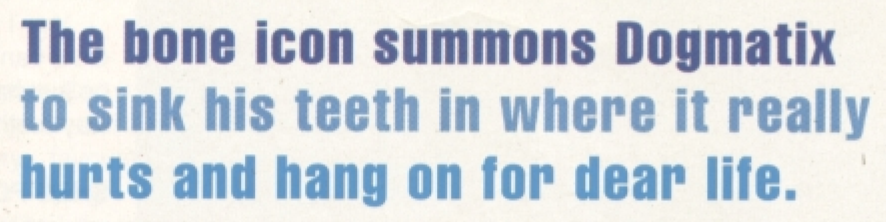
Will

060135

Asteri

The year is 50 BC. The Romans have Obelix and it's up to Asterix, the courageous little Gaul, to rescue him in Infogrames' latest platform adventure.

Rescuing Obelix is no mean feat, as the Romans, Vikings, Egyptians and other enemies have set traps and turned out in force to hinder Asterix on his mission. To help, Getafix has left a few useful items on the first level (magic invincibility potion, magic flying potion etc.), but after this he's gotta fend for himself. Wild boar are very useful — ride them over hazardous thorn bushes and punch them for an energy upgrade. The bungling Romans are fairly weak and take just one paf! (the noise and speech bubble appearing when Asterix punches something) to kill. Once defeated, Asterix can pick up a war trophy from each enemy for extra points (Romans' helmets, Vikings' clubs, pirates' axes etc.). Always worth searching for are the green laurel wreaths, providing extra lives.



The bone icon summons Dogmatix to sink his teeth in where it really hurts and hang on for dear life.



Follow the arrow of coins up the rope to reach higher platforms but make haste, remember the time limit!

Level Two — the Helvetian stage — involves leaping from cloud to cliff to the exit. Birds are used as moving platforms, but are sadly inedible. The Vikings are now stronger, taking three punches to kill and they throw huge clubs back.

Between stages, there is a sub-level where Asterix takes a detour on the pirate ship (remember those hopeless thieves from the *Asterix* books?). Unfortunately for the plucky Gaul, they've improved over the years and the captain takes three hits, hurls fast axes, and reappears later on. The problem is finding the block which, when punched, gives Asterix a boat to sail to the next level, avoiding or punching the deadly leaping fish.

One good paf!

On Level Three's pyramid-strewn desert, Asterix faces one-hit snakes, wasps and scorpions, while avoiding the instantly fatal jumping skulls. The pyramids are tricky mazes with devious booby traps lurking at the end of every jump.

ICON TO ROME.

Hang on a minute I can't rescue Obelix yet — I haven't enough magic potion. Never fear Asterix, there's plenty of pick-ups along the way.

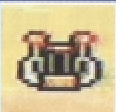


Gather100 of these Sesterces for an extra life.

Each sickle is worth 10 Sesterces, great for more cash.



Laurels are worthy pick-ups, each one giving an extra life.



Summon Cacofonix with this lyre- all enemies freeze.



Red cauldrons provide invincibility for a limited period.

A green cauldron allows Asterix to take to the skies.



Scoff the boar after paffing it for an extra heart.

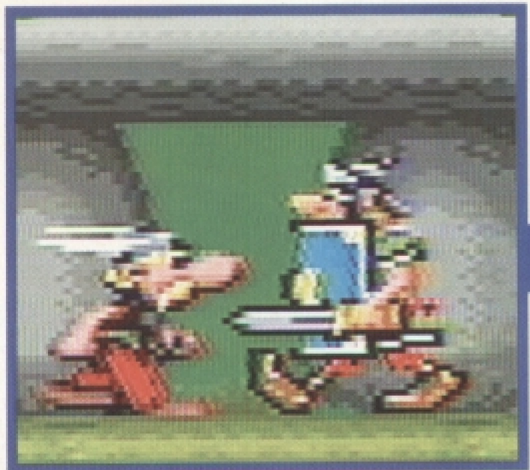


Grab this drumstick for a much-needed energy boost.



Paf the quaking pirate captain off his new vessel, and curse that you haven't the time to sink it.





Asterix marches towards the towering soldier.



With a crunch the unfortunate Roman is sent hurtling into the air.



Asterix takes his victims helmet as a souvenir.

CRAZY ANTIX

The indomitable Gaul has a variety of novel ways to get around tricky situations. Here are a selection of the fearless Frenchman's exploits...



The mine cart speeds you around the pyramid level.



Paf the blocks for energy, coins and bonus lives.



The floating clouds act as moving platforms.



Drink Getafix's potion and Asterix becomes invincible.



Use the boars as platforms to avoid wicked thorns.



The ropes in the underground cavern make useful ladders.



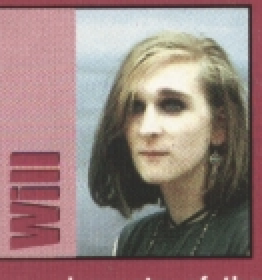
In ancient Greece the townsfolk aren't friendly toward visiting Frenchmen, as Asterix is discovering as he dodges firebombs.



Above: when the bone appears, Dogmatix sinks his teeth into all onscreen enemies.

Below: the Egyptian maze levels involve extremely precise jumping.

'Just roman around'



Asterix the platform game — well, I just can't contain my excitement at the prospect of another *Mario*-style platformer. Oh never mind the sarcasm, I'm just bored of seeing the same ideas regurgitated.

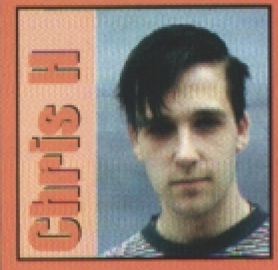
Not that there's much wrong with the game: the presentation is great and the graphics are above average. Asterix looks good and moves fairly well, the Romans and other assorted baddies follow suit and the backgrounds have plenty of detail and colour. There are elements of the cartoon style which don't work — the snow effect on Act II is laughable — it falls in a diagonal grid!

The levels are short, making a refreshing change from the veritable plethora of platformers doing the SNES rounds. Apart from that, the game's made up of the usual stock platform elements: disappearing cloud platforms, a button you hold down to run faster, an icon to let you fly, a swimming section, evil birds, *yawn!*

Honestly, the only things which distinguish *Asterix* from any of the *Mario* games is that you paf! bad guys instead of jumping on them, and the appearance of Dogmatix. A good game, but very unoriginal.

75%

'One for the fans'



I've never been able to work out why Asterix is so popular. What's the attraction of a small Frenchman with two goose feathers clamped to his head? Still, Asterix does have a large following, with hundreds of books and cartoons depicting his antics.

The latest addition to the Gaul's mass of merchandise is this platform game, but it's not quite up to his other successes.

Although the Gaul is instantly recognisable, the rest of the graphics aren't particularly detailed; the snow effect is abysmal, just a flickering grid moving diagonally down. Still, there are regular appearances by Asterix's friends, it's just a pity the majority are used in between-level shots, not actually the levels themselves.

To keep the element of Asterix humour alive, there are a few inclusions to raise a smile. Punching a Roman results in a satisfying 'paf!', with the unlucky receiver leaving their boots behind and accelerating into orbit. This is where the main disappointment lies, as there just aren't enough enemies to 'paf'. This is compensated by an excess of ledges to leap onto but it's still not as satisfying as walloping a Roman on the chin.

Every so often, the levels change to automatic scrolling ones, preventing you from dawdling, and this provides much needed variety. Rollercoaster rides appear later on too, again adding excitement.

As a platform game, it pales in comparison to the host of top titles in its class — for example, *Mickey Mouse* or *Super Mario World*. However, it's an entertaining, well-made, feather-headed romp.

77%

One good paf! sends Egyptians flying. The real challenge is negotiating the complex web of mine tracks on the 'rollercoaster' section.

Slow boat to Roma

After this, it's a slow cruise on a Roman ship to the Mediterranean, where Asterix encounters four-paf! centurions for the first time. From here it's alternating countryside and Roman camp levels until you find Greece, where things start to get *really* tough.

Last of all comes Rome, boasting baths, more rollercoasters, centurions in tough armour and gigantic gladiators with spiked shields and nets. And sleeping somewhere in the final maze section — Obelix!

With 44 levels taking place in five acts, things could get a touch monotonous without the forced scrolling levels, underground caverns, pyramid mazes, vertical scrollers and swimming section.

Goscinny and Uderzo's humour is prominent throughout, notably in the lyre and bone icons. These respectively summon Cacofonix to freeze all bad guys with his grating tunes and Dogmatix to sink his teeth in where it really hurts, and hang on for dear life!

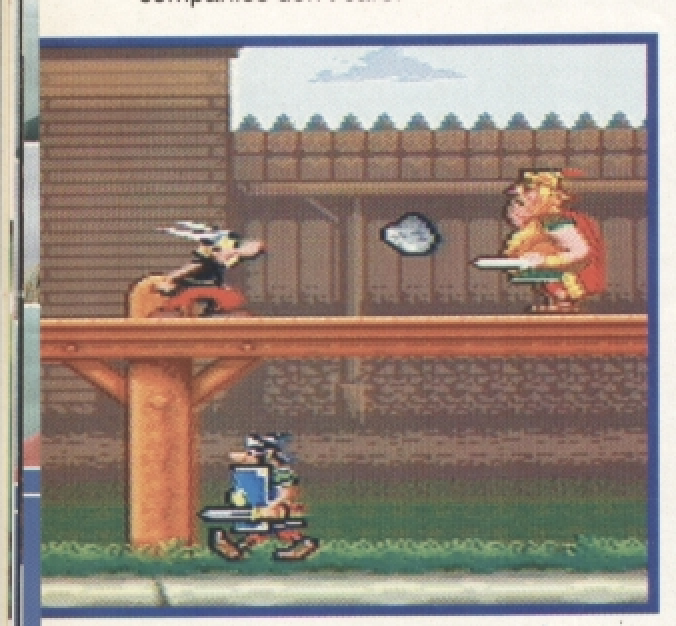
Infogrames are so confident *Asterix* will hold your attention, they've included a message that appears after one hour's play, asking if a break wouldn't be a good idea. After informing you that you should think twice about it, you can resume play by pressing [START]. Never say game companies don't care! ■



Roast boar, Asterix's favourite. Paf this prancing porker for extra energy points.



Having knocked the despairing pirates about the galley, gracefully depart in your little boat.



The Roman fortress where Asterix battles one centurion after another.



In the Carribean level, the globetrotting Gaul has to contend with flying spears and deadly fish.

Final analysis



"The levels are massive and I really enjoyed paffing those Romans out of their sandals. Very playable."



"This is quite a tricky game and packs a challenge, the only problem is that it is also frustrating."

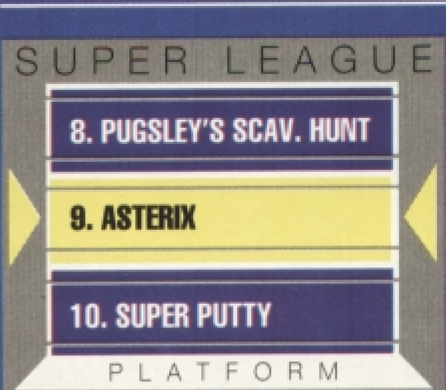


"Has a certain attraction that keeps you hooked. A great debut for the little Gaul."

Final day score

Will and Chris H.

24495

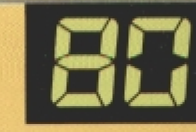


Asterix has better gameplay than *Super Putty* but lacks the graphical quality and challenge that *Pugsley's Scavenger Hunt* offers.

Sound 76

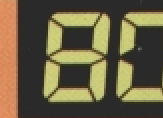
Unsurprisingly a jolly, bouncy little tune and samey, cartoon spot FX.

Graphics 80



Detailed sprites and plenty of colour, capturing the feel of the books very nicely.

Playability 80



Marioesque with shorter levels — good fun to play, responsive controls and variety of scenes

Lastability 82

The later levels gain in the interest stakes, but it does get tedious on the way there.

Force factor

A well made platformer, nothing new but worth checking out in light if you're a big platform fan.



80

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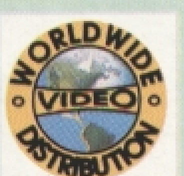


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Win a day out with
The Gauls



It's obvious that a little fellow with wings on his head isn't going to go unnoticed amongst your average daily folk. But even though his dress sense is a little dated, Asterix does have good taste in friends because, in theory, nobody would pick on you if you strolled around with Obelix at your side — the perfect trouble deterrent. But as any Asterix fans know, they are never far from a scrap with a bunch of Romans. Finally, the Gaul and co. have managed to find a safe haven in France, as just a javelins' throw away from Paris lies the theme park known as *Parc Asterix*. Unlike his comic books, there's not a hint of danger, but like Asterix's exploits it's packed with excitement. There's a replica of Asterix's village, a huge gladiator's arena, a gargantuan roller coaster and the biggest dolphin show in Europe. And you could be a part of it! Because thanks to Infogrames we're giving away a trip to the park for a family of four! The prize includes one nights' accommodation in Survilliers for two adults and two children *and* a trip to the park for an entire day. Meet Asterix, Obelix, Getafix, Cacofonix — the list goes on! To stand a chance of winning, fill out the form below and send it to 'I've got the Gaul competition', SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. All entries must be received no later than 20th of September.

Competition

To win this fabulous prize, simply answer the four easy questions and mail us the coupon.

1. Who is Asterix's best friend?
a. Airfix
b. Obelix
c. Pick 'n' Mix

2. On his face Asterix bears?
a. A Love/Hate tattoo
b. A moustache
c. A pair of N.H.S glasses

3. Who create the Asterix stories?
a. Belle and Sebastian
b. Rhubarb and Custard
c. Goscinny and Uderzo

4. Why does Obelix carry a large stone?
a. He's a delivery man
b. Nobody else would
c. All Gauls have stones

Name ....

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Platform

Producer....Kemco
Supplier....Marubeni

Price....£44.99
Status....UK Release

Players....1
Lives....4
Continues....4
Extras....None

What the makers say...

Well I like it.

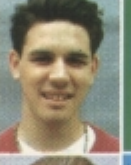
■ Nadia Singh, Marubeni.

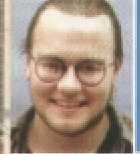
Controls



Green	Punch/ Use Sword
Yellow	Jump
Blue	Kick/Use Sword
Red	Use Selected Item
L	Select Item
R	Select Item

First impression


The graphics are excellent with music and speech that is out of this world.


Looks just as cool as the Amiga game, love the spooky wailing sounds.


A great character and the levels seem huge. Full of oriental charm.

First day score

Simon Level 3

First Samu



In ancient times, people lived and died by the sword. Such was the way of the supreme Chinese warrior — the First Samurai.

Long ago, the Mountain Kingdom was ruled by a wicked otherworld tyrant known as the Demon King. The people of the land lived in constant fear of enslavement. Their only protectors were the Master Sensei and Wizard Mage, whose combined might and sorcery kept the immortal overlord at bay — but only just.

But they were mere men, and so the devious Demon King

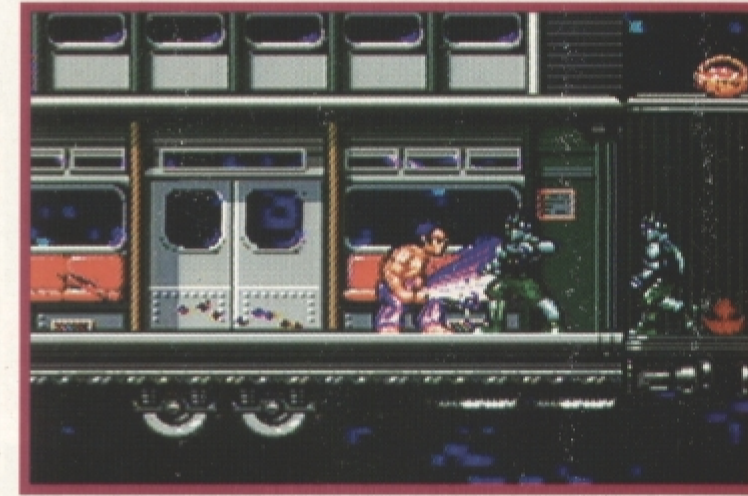
The only help our hero has are occasional baskets of energy-restoring food

waited until their powers began to fade. The ever-weakening Master sought an apprentice, and eventually a man was found to fill the Sensei's shoes. Training began, but the Demon King foresaw a time when the Master would be weak, and the student not yet strong enough to oppose him.

The Demon King then trapped the student and set upon the weakened Master. Knowing the inevitable outcome, the Master summoned the Wizard Mage with the last of his strength, panicking the Demon King who flew far into the future.

To reach the Demon King, our hero must defeat countless minions over five locations, in three huge stages, culminating in a confrontation at the Demon Palace.

Each location is guarded by a demon, who can only be fought when the five mystic runes (left by the Wizard and scattered by demons) are recovered. When a demon is defeated the Samurai absorbs its force, and when our youthful adventurer's force meter is above 70% he can use his Sensei's great Katana. If his life meter gets low, the Samurai's force is used to replenish it and he loses his weapon with a digitised cry of 'Oh no — my sword!'. The only help our hero has are occasional baskets of energy-restoring food or point-replenishing treasure lying around.


Transported to the Demon King's Time Train, the Samurai battles to gain control and trap the Demon in the future.

Truth, justice and the Samurai way

Location one is the Mystic Battlefield, inhabited by the King's fearsome creatures and guarded by the terrifying Dragon Twins. These giant, fireball-breathing snakes, named Akai-Ryu and Aoyi-Ryu ('red dragon' and 'green dragon'), are the Demon's pet guard dogs. From here the Mage warps the Samurai to the Time Travel Express train. This is one of two devices built by the Demon King for time travel, and must be taken over to trap him in the future. This would

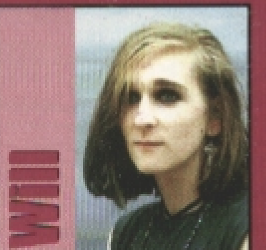


Treasure! Upon finding these point-giving goodies you're greeted with the choir sample 'Hallelujah!'


Level One's waterfall, which is a cunning hiding place for a picnic basket of food — Hallelujah!

rai

'Relentless challenge'



Many years ago, a wizened old oriental told me of a prophecy, involving an Amiga game of ancient honour, a scrolling slash-'em-up with presentation beyond compare.

He told me of the relentless challenge, the way enemies rejuvenated and kept coming, but that food and weapons icons were gone forever once picked up. He said that the haunting music on the intro and the weird magic stuff was superb, everything polished with not a pixel out of place. He seemed very impressed with the use of magic icons such as the bell to uncover safe paths through otherwise impossible terrain, and the puzzle/maze sections which added to the already solid difficulty curve.

He went on to list the game's best features: the main sprite detail, the atmospheric use of shading on the backdrops, and the superb digitised samurai yells when using his sword, lamenting the loss of which by crying 'Oh no! My sword!'

And then his eyes narrowed as he warned me that it would one day arrive on the SNES. And here it is! The level layouts have been totally changed, but the original arcade gameplay is still there. My few gripes would be that it can be frustratingly hard, and the gameplay isn't varied enough when you've slogged it out to the last gruelling level. Still, he was a wise old chap and I'd like to thank him, but I... er, phlikmas gringbat mumble... 'Oh no — my words!' (sorry!).

83%

GIVE US A BELL

Collect a Magical Bell and when you reach an impassable section, summon the Sensei.



First locate the bell, then work out where you need to use it.



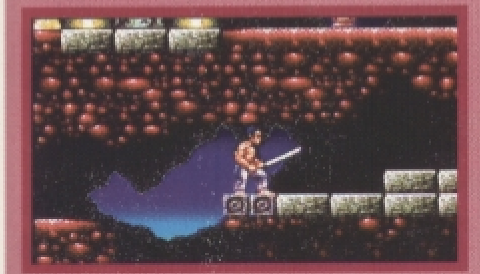
On Level One you're given a visual prompt so follow the instructions.



When summoned, the Sensei appears to work his magic.



Suddenly the heavens open and rain starts to pour down...



...putting out the fire and leaving the way clear for you to continue.







These twin dragons are the Demon King's pets and the very tough first level guardian. Avoid the fireballs and kill the blue dragon.



These katana-carrying baddies aren't too tough, but appear in numbers.



The horrible jellyfish creatures leap after you so keep away.



One of the slinky springs which coil toward you causing damage.



This morphing enemy shoots his arm out as a sword to keep you at a distance.

POTENT PICK-UPS

The quest to locate the Demon King is fraught with danger. You need every ounce of courage and as much help as you can get. Keep your eyes open for these helpful goodies.



Magical Bells: if you reach a dead end use the bell to summon the Wizard Mage.



Restart Pots: you need about a third of the sword energy to power up a pot.



Magical Axe: these give the Samurai a long range attack. He throws the axes in an arc.



Food Basket: chopping this basket results in all of the food spilling onto the ground.





Treasure Chest: this covers the ground with treasure. These give you loads of points.



Knife: like the Magical Axes, the knives are fast and you can fire more than one.



Magical Lantern: these take you back to the last restart pot you powered up.



Magical Rune: you must collect five of these before you can face the level boss.



Mine: these deadly little devices are found dotted around the landscape.

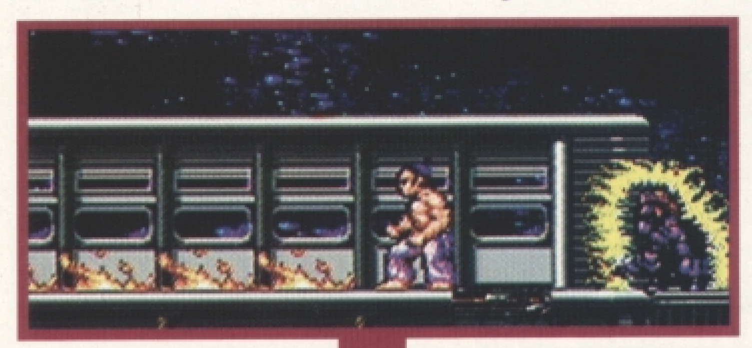


Smart Bomb: kills everything on the screen. These are randomly placed.

be considerably easier if it wasn't for Obakeh (meaning 'corpse'), once the greatest swordsman on Earth — even though he's dead, he's still handy with a sword.

In 1999, the Demon and his armies descended upon an unsuspecting Tokyo and took it by force. Anarchy reigns over the city, and the Samurai must fight to restore law and order. After battling Gyakusatu ('slaughter'), a hideous slimy creature, the Time Elevator must be destroyed, trapping the Demon in his current location. This is guarded by Suisei ('quicksilver'), a creature with the lightning reactions of a computer and the evil will of a Demon.

The final confrontation is in the Demon King's palace, but only now that the First Samurai's skills are greater than his dead master's. After negotiating these treacherous halls, vengeance is within his grasp and the Samurai finally commences combat with the Demon King himself.







Various scenes from the Time Train: top is the Blanka-style electric enemy, middle depicts the Mage's sorcery in action, and the bottom one shows the fire guarding a mystic rune.

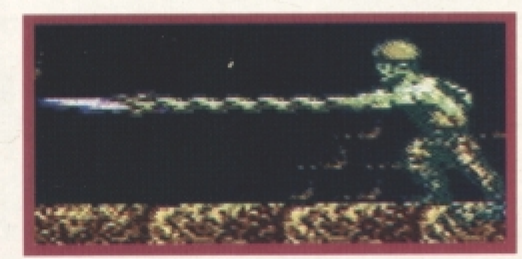




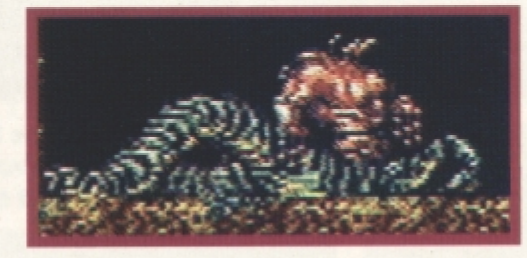
Slash these pots to activate restart points, whereupon they change colour.



These flying pests turn up all the time. Fortunately for you, one hit kills them.

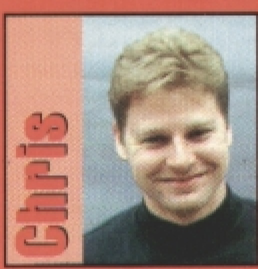


The evil guy with the stretchy arm is in full swing, and ducking doesn't work.



This slimy horror is known as Gyakusatsu and despite its tentacles is very mobile!

'A treat for the senseis'



It's refreshing to see an original game like *First Samurai*. Fusing elements from platform, beat-'em-up, arcade and adventure games, its combination of game styles and smooth, responsive controls make it a joy to play. The eastern-influenced graphics, the memorable sampled sounds and the Hallelujah Chorus help pile on the atmosphere, while the addition of strategy sections and puzzles add an extra dimension to the stalk-'n-slash format.

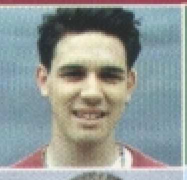
There are plenty of power-ups to collect and rooms to explore, calling upon you to use both brawn and brains if you're to overcome the Demon King and his minions. Gameplay is aided by strategically-placed restart points so there's no annoying recompleting of levels every time a life is lost. Another clever touch is the health meter — rather than dying after cumulative hits, when energy falls below a set point you lose your sword and must defend yourself with punches and kicks. This at least gives you a fighting chance of making it to the next health power-up where you may regain your sword.

Rather than reducing lastability, this game style combined with a tough difficulty setting ensures you're hooked from the start.

If you're bored with the endless beat-'em-ups and platforms currently available and fancy a real test of your playing skills, give this a go — your senses will thank you for ever.

85%

Final analysis



"One of the best platform adventures I've played on the SNES. Cosmetically excellent with a very tough challenge."



"Really playable and extremely tough, makes a great change from the many easy titles around."

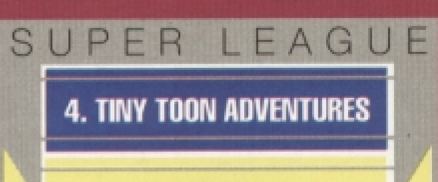


"Great to look at, even better to play. The puzzles are just the start of the originality."

Final day score

Simon Level 4





Plenty of action, great graphical effects, excellent samples plus challenging gameplay places this at a respectable number five.

Sound



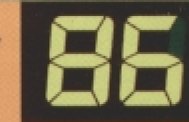
Clear speech and crisp, though strange, samples enhance the mysterious atmosphere.

Graphics



A little grainy in places but there are a large number of enemies and impressive visual effects.

Playability



Surprisingly tough, but there are secrets and bonuses to keep you going.

Lastability



It's hard, but frustration is always kept at bay. Each game played uncovers new twists.

Force factor

A varied and quality blend of platform, strategy and beat-'em-up action. Highly recommended.



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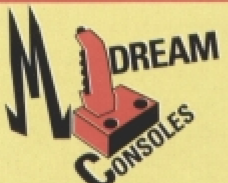
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Arcade

Producer.....Tradewest
Supplier.....Playtime

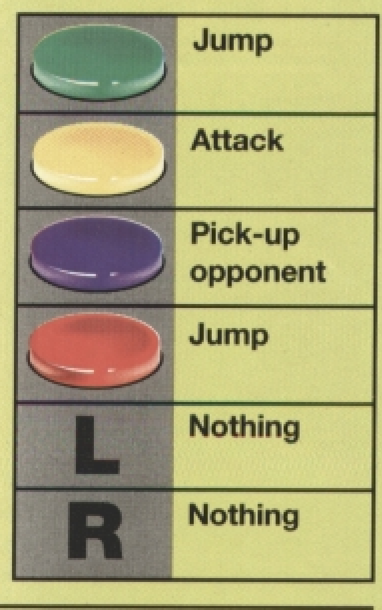
Price.....£44.99
Status.....American Import

Players.....2
Lives.....3
Continues.....2
Extras.....None

What the makers say...

A do or die to rescue the righteous and batter the bad guys. Prime that jawbuster and get ready to take out some trash!
■ Tradewest.

Controls

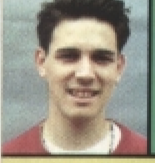


Green	Jump
Yellow	Attack
Purple	Pick-up opponent
Red	Jump
L	Nothing
R	Nothing

First impression


"The music and spot effects are excellent and the graphics aren't bad."


"Best cartoon effects on some of the moves that I've seen for ages."


"The first level looks cool — kicking in pigs has never held so much appeal."

First day score

Charlie Level 2

Battleto[ads] in Battlema[niacs]

First there were the turtles; heroes in a halfshell with a passion for pizza. Now, there's a new breed of amphibian on the scene...

Zitz, Rash and Pimple — names more akin to a Clearasil commercial than a video game — aren't your average amphibians, because unlike the common garden variety this threesome like to kick, punch, and bash pigs.

The *Battlemaniacs* story begins in northern Tibet where a lone helicopter swoops over the everglades. Inside the 'copter the Battletoads patiently await, curious as to why Professor T-Bird has summoned them to such a barren location.

Battletoads is set over eight levels and is a mixture of fiendish arcade styles all rolled into one.

The real thing

T-Bird has been involved in the ultimate in video game entertainment, a Total Reality system that places the player in the heart of the action. Excited by the finished product, the professor eagerly shows off the machine. As soon as he flicks the power switch, an Apocalypse Pig bursts out of the screen. Seconds later, the pig has scampered off with the radiant Michiko Tashoku, daughter of the head of Psicone — the makers of Total Reality. Immediately, Zitz dives into the screen in hot pursuit. Unfortunately for Zitz, a baseball bat is wrapped around his cranium and he too becomes a prisoner of the pigs.


He's big, he's bad, he's... made of stone? This bizarre porker takes quite a hammering — avoid his deadly posterior.



If there's one thing a fat pig can do, it's squash a toad.

Angered at seeing their associate bundled away into the Gamescape, Rash and Pimple launch themselves at the screen...

Battletoads is set over eight levels and is a mixture of fiendish arcade styles all rolled into one.

The initial part of *Battletoads* is a beat-'em-up. Controlling either Rash or Pimple (or both in two-player mode) your objective is to brawl through a barrage of Apocalypse Pigs using a variety of fighting moves.

Toads in a hole

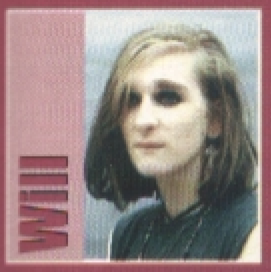
Later, on two hover pads, our heroes descend into the bowels of a dangerous cavern. Dragons and mutant insects line the cave walls, so you have to be quick with your fists (or feet) while avoiding rocks that jut out to wreck the hover pads. The cavern scrolls down vertically and speeds up toward the end.

On the following level, in a world of playing cards and chess boards, the toads whizz along the surface on chequers, collecting skittles for points. Crazed



Mind those spikes and whap the dragons at the side.

'Toad-al blindness'



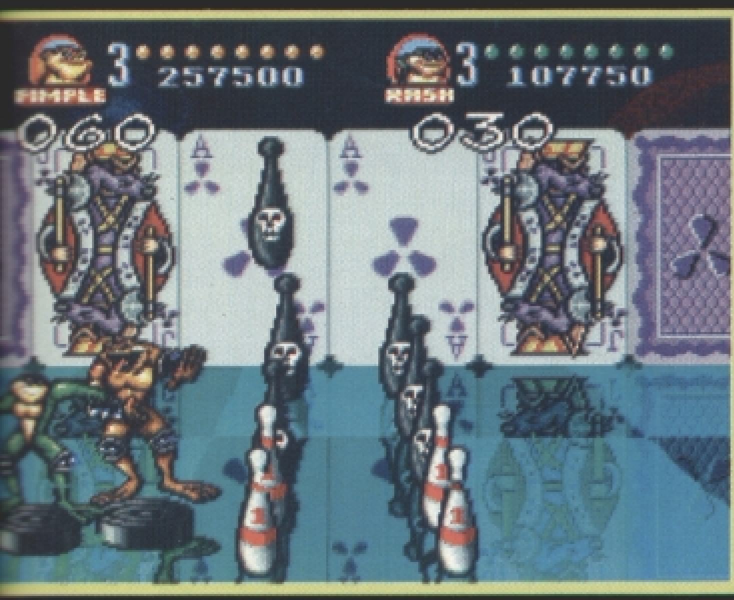
Aaargh, my eyes! My retinas have burnt out, I can't see! Whoa, that's better. After experiencing Level Three of *Battletoads* I need an eye test! This horizontal-scrolling beat-'em-up is very short on new or exciting gameplay but the special moves raised a few smiles. Level Two is fun and suggests that perhaps there's enough variation of old game-styles to keep it going. The bowling bonus level proves this, sporting excellent graphical effects — the shiny floor is brilliant.

In the speedy hover-bike section, park your buns in the saddle and avoid the stone walls. At this point, the rather flickery graphics gave me a tremendous head/eye ache. Seriously, it gave everyone who watched it a headache.

Two-player mode adds fun — the bonus section is a really good laugh, but be especially careful — if one of you pops your clogs, you both have to restart.

Though the gameplay is unspectacular, the graphics are humorous, the tunes are cool and later levels hold with the variation theme, but I can't recommend *Battletoads* to anyone who values their eyesight. People always told me I'd go blind...!

63%



Collect white skittles for points. The black ones with the skull insignia mean trouble though.



Incoming moles at twelve o' clock! Don't try and bash them either — you can't!



Only by catching the ramps can you successfully reach each island.



The main headache is jumping the stone tablets.



Mistime a jump and pay the price — death by brussel sprouts!



Use this cymbal attack to splat anything that flies around you!



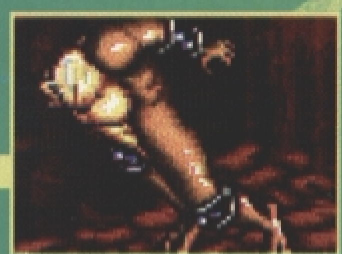
PIMPLE



The toads' fighting moves vary with every attack. Take a look through Pimple's portfolio.



Punch: part of the main attack is a hard punch to soften the victim up for the follow through.



Headbutt: battle head-to-head with a charge to your opponent's bonce.



Rambutt: the average headbutt is quite pathetic compared to this immense head basher.

Pick-up: walk up to a pig and press [X] to pick them up. Now throw them via [B].





Big boot: to bring a pig down to size, put the boot in with Pimple's contorting foot.

Flying punch: jump and lash out a mighty forearm. A sure way to make pigs see stars.



Mallet smash: use this mighty stone fist and watch the pigs fly.

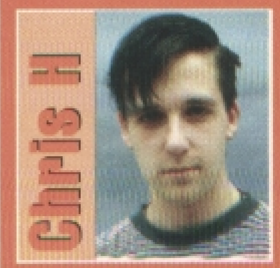


Super stone smash: activated when you face the guardian of level one. Jump and press [B].



Double fist: trapped between two pigs? Press attack for a double punch.

'Just one little problem'



Battletoads is an odd mix of arcade styles which, to an extent, blend together nicely.

The beat-'em-up levels are the most fun, and though this has been done to death, the humorous moves each toad performs puts the game in a different light. Feet expand as a toad kicks a pig to death, hands enlarge to deliver a good slap to the face. However, the backgrounds during the fighting levels are awful. Things take a dramatic turn on the third level; the graphics in the game zone are great, with a glimmering reflection of the toads in the laminated floor surface.

Racing down the cavern is a novel, well executed idea. Avoiding the spikes, punching the dragons and escaping alive is quite a challenge but is very cool.

The only stage in *Battletoads* that's a real let-down — and probably the games' downfall — is the speedbike area of level four. Apart from the eye strain and headaches you'll receive, it's virtually impossible. This should have been a bonus round, not a full stage that seems to go on forever.

Because of this excessive minus point, *Battletoads* loses a lot of potential. It's rare to see a successful game combination and until level four, this appeared to be the cart. Once you've suffered that particular nightmare it's unlikely you'll stay glued to the screen. A definite misfortune.

63%

moles skate headlong in the opposite direction and a collision reduces your score. These persistent pests can't be punched, but if you feel the need to hammer some heads, clock your partner and set off a private feud!

The next stop is on some cheese islands surrounded by a sea of brussel sprouts. Using hover bikes, the Toads must jump from island to island, avoiding the depths of the sprout seas and clearing the stone pillars forming barriers in the cheese. Breaking lines of tape saves your position should you fall foul of the green veggies.

Keep in mind this isn't even halfway, and Michiko and Zitz are far from safe. Rescuing the duo, means defeating the evil Dark Queen and her henchman, Silas Volmire. These two aren't going to go without a fight, but then... neither are you. ■



RASH

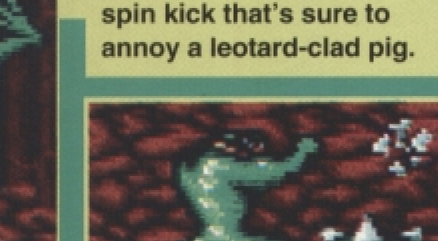
It's not size that's important. When it comes to fancy fighting Rash is the dude to clean up.



Kick: Rash delivers a solid foot to any pig's features.



Flying roundhouse: jump and press attack for a sharp spin kick that's sure to annoy a leotard-clad pig.



Spike tail: Rash can sprout a ball and chain as a tail!



Axe tail: face the giant pig and Rash can use his axe assault. Jump and press attack for a nasty manoeuvre.





Hand slap: perfect for putting pigs in their place.

Gorilla press: walk to a pig and push [X]. To finish them off, hit [B] for a spine-breaking slam.



Spike boot: super boot with knobs on.

Slide kick: for a rushing kick, press in the direction you're facing twice and on the second push, hold [B].

Twin feet: if trapped between two pigs, press attack for a quick solution to the problem.

Final analysis



"Let down by very frustrating gameplay and lacks any addictive edge. Made worse by very average graphics."



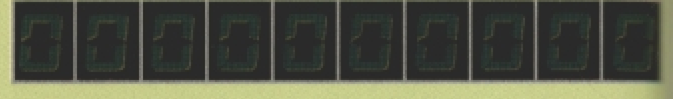
"A sub-standard beat-'em-up! With games like *Batman Returns*, only the humour saves this wart of a game."

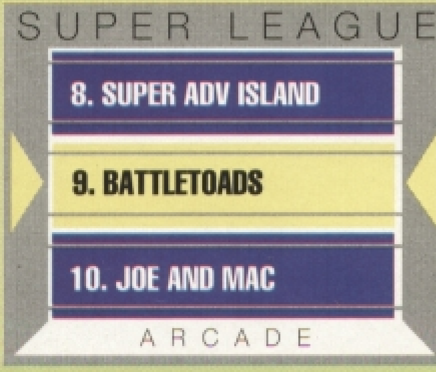


"A confusing mix of styles and the speed bike zone only adds to the headaches."

Final day score

Charlie Level 4





A fun mixture of arcade styles but the variety in levels doesn't compensate for the hours of frustration on the bike level. Potentially brilliant.

Sound


Frantic intro tunes and passable in-game efforts, predictable spot FX and nice punching sounds.

Graphics


Uninspired backgrounds, but groovy sprites with cool moves, some dodgy animation.

Playability


Easy to get into (until the third level), but gets boring pretty soon, nothing new.

Lastability


Plenty of levels, but some are frustratingly difficult and the whole thing gets tiresome fairly quickly.

Force factor

A humourous mix of game styles, but not executed well enough to make this an essential purchase.





Puzzle

Producer....Nintendo
Supplier....Zap Games
0532 590077
Price....£44.99
Status....Japanese import

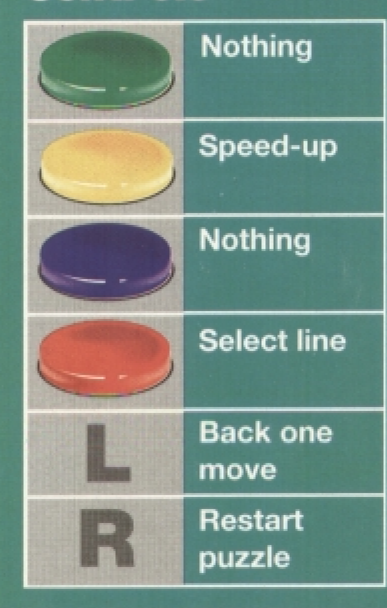
Players....2
Lives....1
Continues....Infinite
Extras....Passwords

What the makers say...

'In the tradition of *Tetris* and *Dr Mario*, *Yoshi's Cookie* is a heaping helping of lip-smacking, snack-stacking cookie chaos!'

■ Nintendo

Controls



(green button)	Nothing
(yellow button)	Speed-up
(blue button)	Nothing
(red button)	Select line
L	Back one move
R	Restart puzzle

First impression



Nice graphics and sound although the gameplay is a bit restrictive.



Bizarre concept, but I went off sliding puzzles when I was about five.



Looks like another boring Tetris clone to me. Nice and colourful, though.

First day score

Chris H Action round 10





Yosh

The cookies are piling up in the factory and it's up to Mario and Yoshi to sort them out before it's too late. Prepare for a snack attack...

When Mario, Yoshi, Princess and Bowser aren't chasing each other around Mario World, they're kart racing — don't they ever get tired? Apparently not, because the fearless foursome have another pastime — cookie catching!

The aim of this addictive puzzle game is to match horizontal and vertical rows and columns of cookies in a similar manner to *Tetris* and *Dr Mario*. There are six different types of biscuit to line up. Complete a set of six and the line disappears, earning you a points bonus relative to the number of cookies in the line and how many rows you removed.

Match horizontal and vertical rows and columns of cookies in a similar style to *Tetris* and *Dr Mario*.

It is split into three games; action, puzzle and two-player versus. The action game takes place over ten levels — each depicting a scene from Mario World — split into ten sub-stages. At the beginning of a stage cookies fall slowly but toward the later stages they drop at tremendous speeds. If you wish, you can go to the options screen and alter the speed setting, level select or soundtrack. After every ten stages you're rewarded with an animated comic sequence featuring Mario and Yoshi chasing an escaping cookie.

Food for thought

The aim of the puzzle is to remove all the cookies on the baking sheet in a set number of moves. Again, there are ten levels to conquer, each completed one revealing a section of the secret Mario World map. A level select is included, allowing the mentally agile to sample the later rounds, although you won't complete the map unless you finish *all* 100 stages.

While the puzzle game is slow yet taxing, two-player versus is fast and frantic. Gameplay is similar to the action game, but each completed line now earns a notch on the point meter. Reach the top before your opponent and you're awarded a crown — first to three crowns wins the match.

To make life harder, both characters have



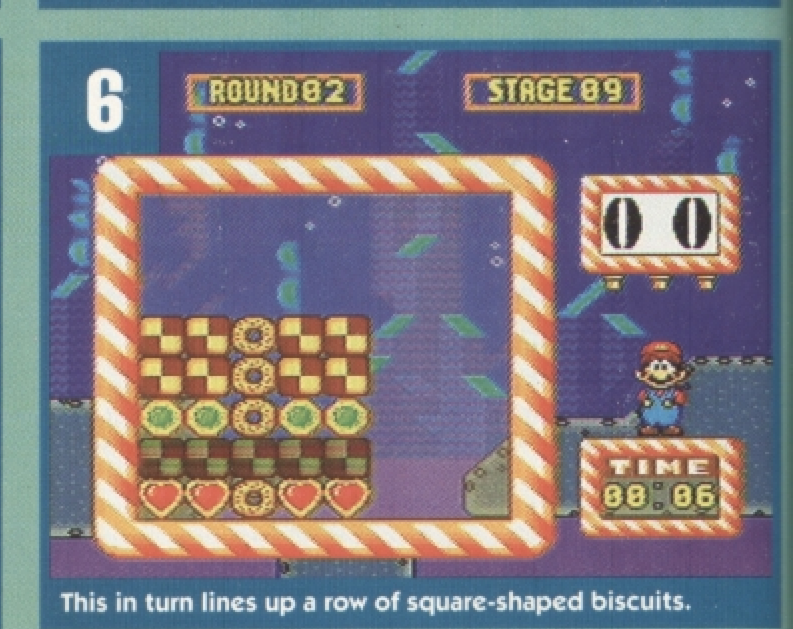
The task is to get rid of all the cookies in three moves.



Rotate the third-left vertical column up one place...



The disappearing row creates a new line of cookies.

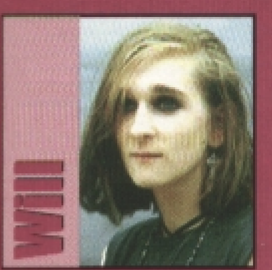


This in turn lines up a row of square-shaped biscuits.

i's Cookie



'Doughnuts? Waaah!'



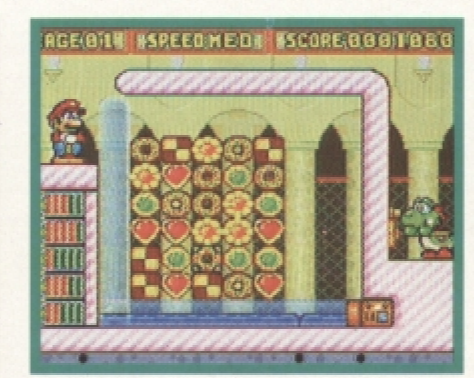
I shall never eat again! Seeing all those brightly coloured, plastic-looking cookies has put me off food forever. They taunt me with their sugar-frosted niceness, and do their best to drive me insane with hypnotic *Mario* tunes.

The sliding puzzle concept is a simple one, presumably aiming for *Tetris* style addiction. Unfortunately, one player *Yoshi's Cookie* in 'action' mode does get tedious after about the third level. The 'Puzzle' section's really cool if you like lateral thinking and planning your moves. The clock often pushes you into snap decisions, so the 'Erase Move' option's a life-saver. Basically, those two games are *Mario-Tetris* and *Mario-Bombliss*. Two-player, as is always the way, is a different kettle of cookies. Tactics and strategy all the way, from choosing your character for their individual skills to resisting the compulsion to make another line because you've got a good effect coming up. It's all very *Mario Kart*esque and as with that game, the carnage isn't as satisfying as it could be.

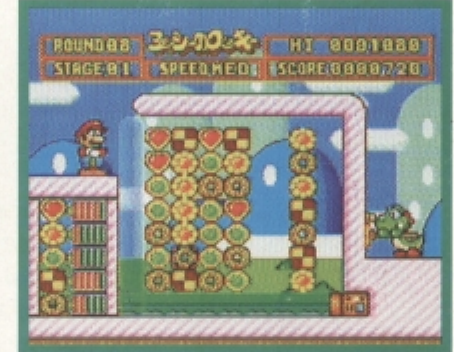
Maybe Yoshi would have more appeal if he wasn't stuck in Mario World with those horribly cute little sprites and that irritating, happy music.

An entertaining title, *Yoshi's Cookie* could well fill a gap in your software collection if you don't already have a decent puzzler and can stand more of that Italian plumber.

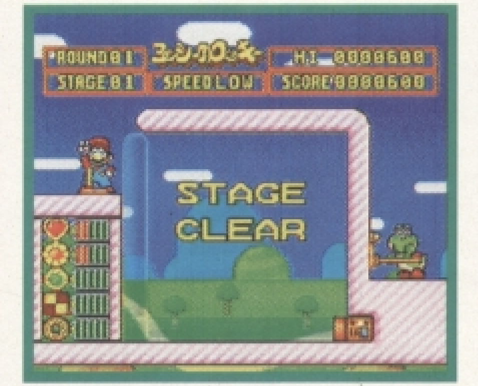
75%



Each line earns a bonus relative to the number of cookies in the line.



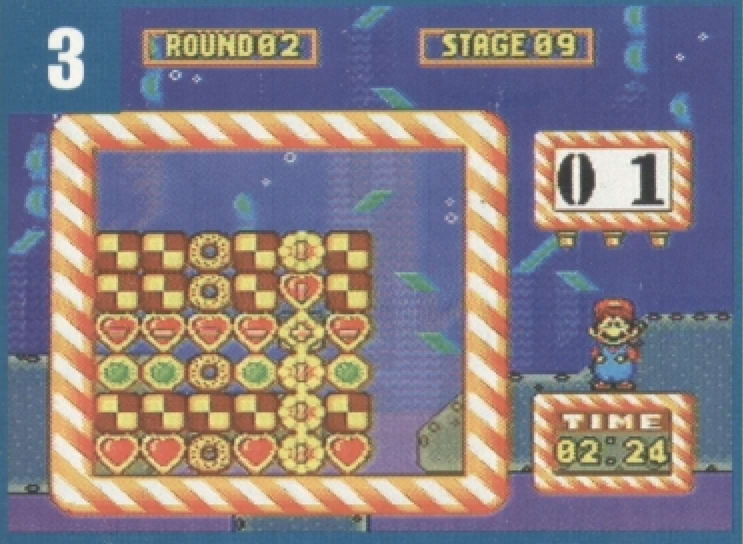
The action gets hectic as the cookie tray fills up.



The action game consists of ten games made up of ten stages.



Get out of trouble by completing the row of heart-shaped biscuits.



Use move two to bring the heart-shaped cookie down.



Complete the row with the final move and it disappears.

7 ROUND 02 STAGE 09 0 0 TIME 00:07

Once the vertical column falls, the rest is plain sailing.

8 ROUND 02 STAGE 09 0 0 TIME 00:11

The final cookie crumbles and it's onto the next round.

TRICKY BICCY

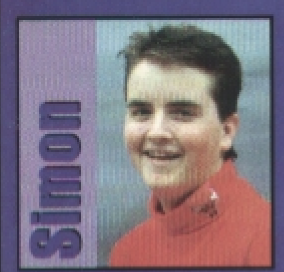
The puzzle element of *Yoshi's Cookie* is designed by the same team responsible for the incredibly addictive *Super Tetris and Bombliss*. The aim is to solve a variety of mind-bending puzzles in a pre-determined number of moves.

There are ten rounds each made up of ten stages and should you finish them all there's the promise of extra bonus stages. Each successfully completed puzzle is rewarded with a password allowing you to save progress rather than returning to the beginning to start all over.

The key to success in the puzzle game is working out the effect moving a line has on the rest of cookies. Thankfully, by using [L] and [R] you can undo moves. To go back one move press [L], while [R] allows you to abort the present situation and start a puzzle over again.

It sounds complicated but take a look at the example on the left and you see it's not as tough as it looks.

'A tasty puzzler'



Using the ever popular Mario characters in an obscure puzzle game? Hmmm... to be honest, when I first saw *Yoshi's Cookie*, I had a bad feeling about it. A feeling which was, I discovered, unjustified.

There are three modes of play; action, puzzle and, the best of the bunch, two-player vs. mode. The graphics are colourful and cute. The music and sound effects are also very good, and could almost have been taken from *Super Mario World*.

Unfortunately, *Yoshi's Cookie* is flawed. Gameplay gets very boring after a while, as there are only three modes of play.

If you have some spare cash and fancy an alternative to *Super Tetris*, *Yoshi's Cookie* is a good candidate. Just make sure you have a friend around, or you may find yourself getting bored very quickly.

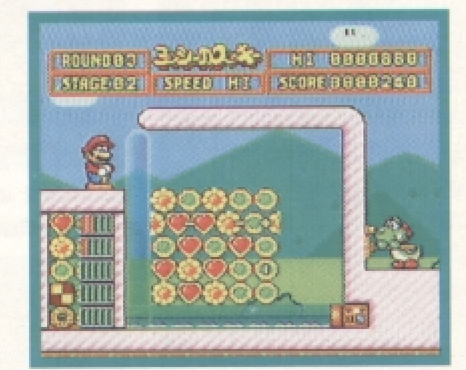
79%

the time it takes a fuse to burn down to complete a line. Fail and you sacrifice a crown.

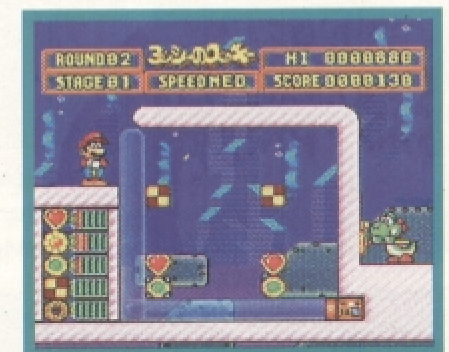
For each line completed a special Yoshi cookie is awarded. Placing five of these in a row initiates good or bad events including Panic, Blind, Slave, three to seven-point losses for either player and an additional seven points. Attack determines how long offensives last, while defence affects recovery time from other players' onslaughts. A window displays the effects of placing five Yoshi cookies in a line, and the speed this window changes is governed by the message category.

There are four characters to choose from. Mario is a well balanced player, ideal for beginners but limited for experts. A strong defence is the key to Yoshi's game, making him an ideal opponent to use against the powerful Bowser who's attacks last longest but must be made quickly. Princess is both speedy and effective making her an excellent choice for quick thinkers.

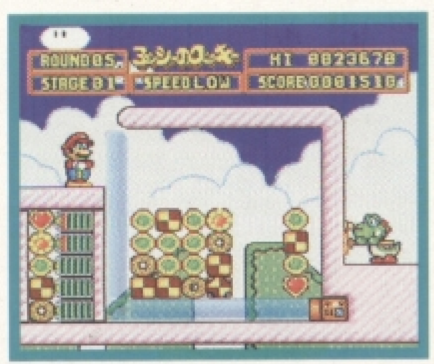
So, if you fancy a leisurely challenge, get on down to the cookie factory. Outsmarting Bowser's not going to be easy but hey... that's the way the cookie crumbles!



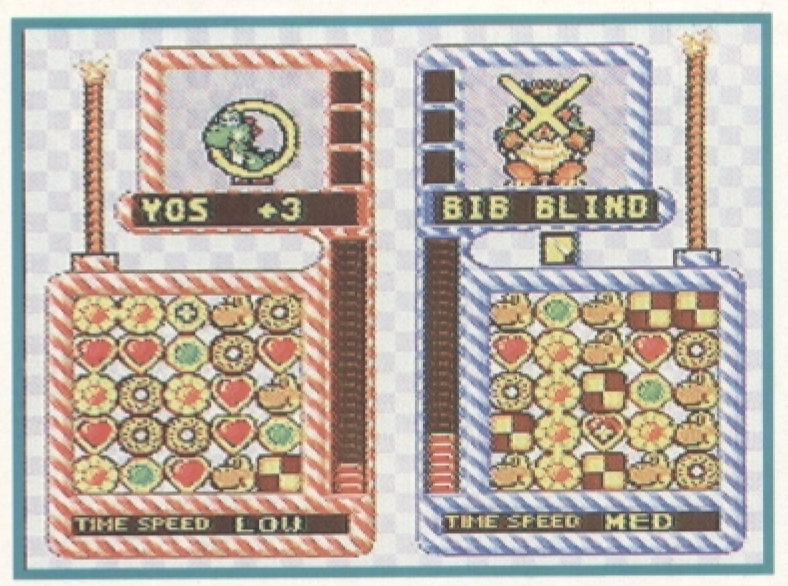
Options allow you to control the speed at which cookies fall.



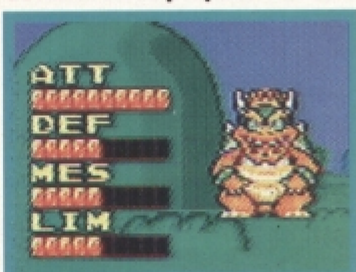
Match these three horizontal rows to complete the stage.



Each stage of action takes place in a different part of Mario World.



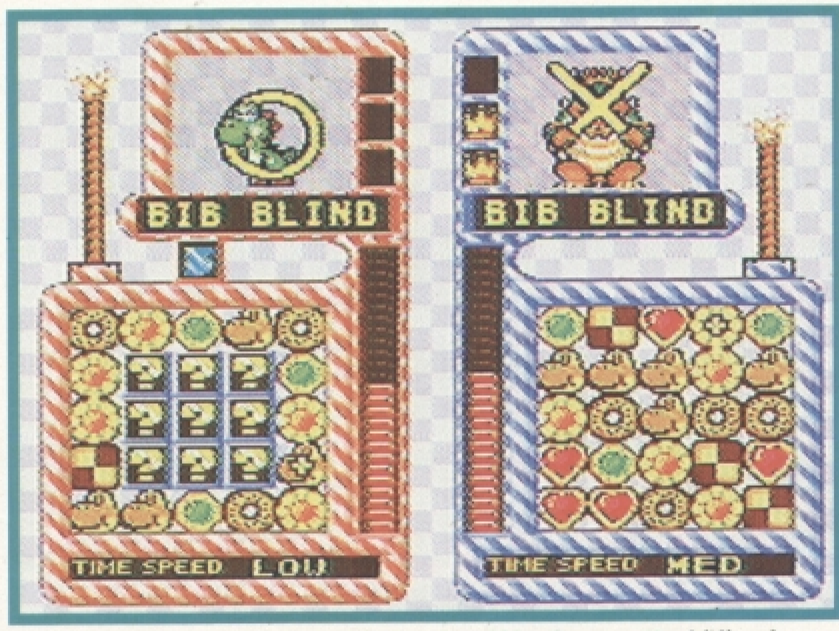
Complete a line of Yoshi cookies in two-player versus and the action in the player's window takes effect.



In the two-player game, each character has different skills.

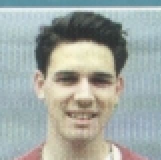


When a 'slave', the opponent has control of his cookies.



Arghh! Bowser's fuse is running low but if he forms a Yoshi line he becomes 'blind', surrendering control of his cookies.

Final analysis



"The two player mode is excellent fun but single player is a drag, Good graphics and sound."



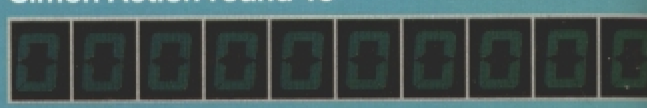
Nice mix of different puzzle styles in the same game format, dead clever but not a true classic.

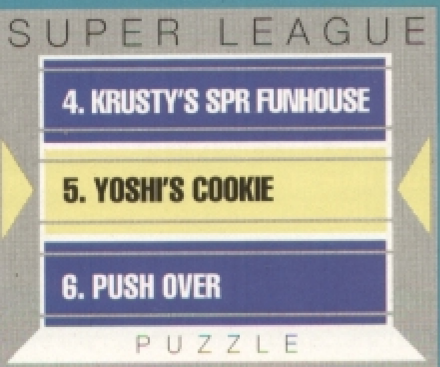


"I can't see *Yoshi's Cookie* lasting long, lining up rows of biscuits is just too dull."

Final day score

Simon Action round 15





Not as appealing as *Krusty's* due to repetitive gameplay but the fun two-player mode and Mario charm secure it a spot in the league.

Sound



Very jolly background music which suits the game. It is all very similar and can become tedious

Graphics



Adequate, but nothing earth shattering. Very colourful and fun, but it all looks the same.

Playability 82

Very playable in two player mode, but can be boring in the one player options.

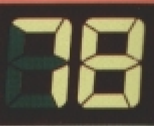
Lastability



Two player mode lasts ages and offers something new every game, but one player... very boring in no time.

Force factor

An entertaining Tetris-style puzzler. Action mode is a little slow but puzzle and two-player versus are great fun.



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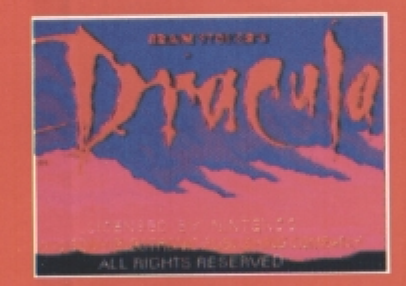
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Platform

Producer .... Pysgnosis
Supplier .... Pysgnosis

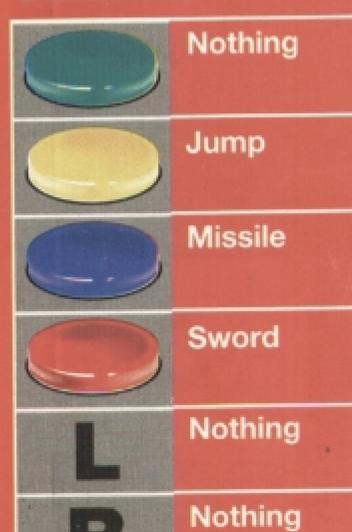
Price .... TBA
Status ...... Official UK release

Players 1
Lives 5
Continues 2
Extras .... None

What the makers say...

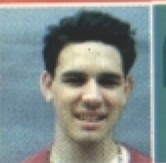
'A full-blooded romance it ain't. A pixel-chilling, knuckle-dusting beat-'em-up it *is*.'
■ Mark Blewett, Psygnosis.

Controls



	Nothing
	Jump
	Missile
	Sword
L	Nothing
R	Nothing

First impression


"The graphics and sound are both excellent. Very atmospheric."


"Groovy graphics and decent sounds, but shouldn't it have been an RPG?"


"Average platformer with one of the weakest main sprites in ages."

First day score

Chris Level 3

Bram Stoker's Dracul

Dracula. A historic figure who's survived the test of time. From Bela Lugosi to Gary Oldman, they've always had a certain... bite.

As your carriage rattles over the dirt track, you can just see the jagged turrets of Castle Dracul and the lights glinting within. Even though you've accepted the many stories about the foreboding structure as old wives' tales, tonight you are uneasy. The more you think about the death of your close friend Lucy, and the disappearance of Mina Murray, your fiancé, the more disturbed you become. Reports of devil dogs and vampires only fuel your imagination, but no matter how preposterous it seems, the Castle ties in with the strange happenings of late.

Unbeknown to Jonathan Harker, his fiancé, the lovely Mina, is the reincarnation of Count Dracula's former wife who flung herself to her death during the Crusades. Feeling betrayed by God, Dracula denounced his faith and became a servant of pure evil. Now the Count's come to claim the embodiment of his lost love, but Harker's not going to give her up without a fight. And so Harker journeys to Castle Dracula to release Mina from the web of evil to which she is bound.

Whether it's a wandering spectre or a nocturnal werebeast, blood is on their minds and Jonathan's is the freshest at hand.

The Castle is huge and dangerous, but the game isn't restricted to one location. Traverse through mysterious woods, vampire infested Abbeys, each brimming with the undead and unknown.

Once bitten...

Engaging such creatures in battle is tricky at first because Harker only has a small dagger at hand. This can be upgraded to a large sword, perfect for unadulterated mutilation.

Hidden throughout the levels is legendary vampire slayer Professor Van Helsing, whose knowledge of ancient lore and the way of the vampire is unsurpassed. Van Helsing knows which special items help Harker's cause. Shown in Van Helsing's thought bubble, the item doesn't always need collecting but it's a bonus if it is — the sword power-up in level one for example, as fighting is difficult without it. The vampire hunter doesn't stand out in the open, and it's up to Harker to find him.

Upping the stakes

As well as zombies, devil dogs and knights, Jonathan must open secret passageways and unseen doors to continue, and each has an activating lever to be tripped.

Whether it's a wandering spectre or a werebeast, blood is on their minds and Jonathan's is the freshest at hand. The spilling of blood loses one health point, represented by glass decanters. To avoid re-starting a level, small



The final level takes place inside Castle Dracul. Jump on the statues to find a series of hidden platforms.



Don't always trust the directions given. Exploring often reveals hidden items.

Grab this miniature Jonathan Harker for a much-needed extra life.



Keep your eyes open for decanters. Each one collected restores health.





In order to open the door and pass to the next stage, follow the arrows and search the level for the hidden key.

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Follow Van Helsings's directions to find hidden items such as this stake.

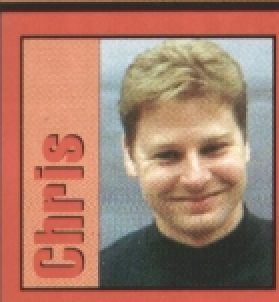


The action really hots up in Level Five as three blood-sucking vampires chase you through the heavy fog.



Watch out for these knife-wielding maniacs in Level 14.

Before the final confrontation, leap across the lava-filled pit dodging the flying fireballs.



'A captivating challenge'

Chris

Pick up and play *Dracula* for five minutes and you're wondering what all the excitement is about. Okay, the Gothic graphics and atmospheric soundtrack are good but gameplay is short on ideas and animation sub-standard. Many might even be tempted to give up at this point, but do so and you'll be missing one of the most absorbing platform adventures of the year.

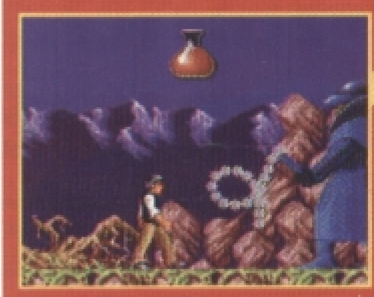
Get past the slow early levels and *Dracula* really comes to life. The eerie fog-filled castle is spectacular and the parallax scrolling first class. As in a movie score, the soundtrack's dynamics alter according to on-screen action — when the pace lulls the music becomes moody, yet face a level boss and pulsating rhythms blast out. Graphics bear a close resemblance to another Psygnosis game, *Shadow of the Beast*, and are excellent throughout — the statues on the final level are awesome.

I really like the tough difficulty setting and the strategy element involved in finding Van Helsing, special weapons and finally the exit or bosses lair. My main complaint is the bosses are too easy. It takes absolutely ages to reach them only to discover they're a doddle to overcome. The only other problem is Harker's laughable sword attack. Still, immerse yourself in the game's world and you're so engrossed in the graphics, sound and addictive gameplay this pales into insignificance. A captivating challenge and an absorbing adventure.

83%

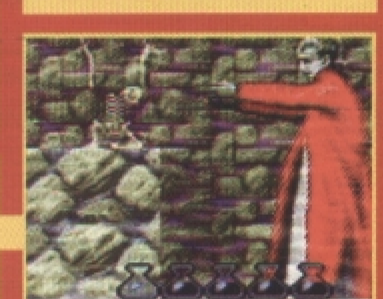
BLOOD-SUCKING BOSSES

The route to Dracula is strewn with danger. Each stage is guarded by a gruesome guardian out for blood. Here's what you can expect...



Stay out of range of the whip attacks then when there's a lull get in close, duck and use the sword.

This giant foe guards Level Five. Stay on the ledge, jump his magic attack, then attack as he pauses.

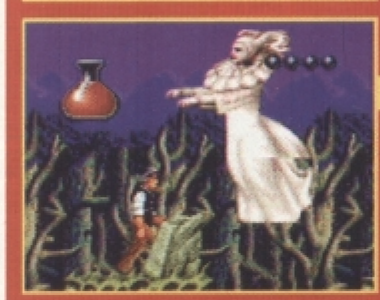




Pick up the three-way rifle in Level Seven and use it on these three blood-sucking babes.

Level Nine is protected by this huge clown. Dodge his charges then strike as he changes form.





Special items and a cool head are needed to overcome this airborne airhead.

Lightening speed and fearsome swoops make Level 15's winged guardian a real challenge.

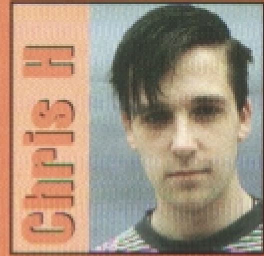




The final boss. Stand on the ledge, avoid Dracula's blows then counter when he misses.



'Loses the film's charm'



Being fond of clichéd vampire tales, I was keen to see exactly what form the game would take. Expecting glossy digitised shots of the cast and all the authentic charm, I was disappointed to find that *Dracula* is just another platformer.

The graphics are very much in the same vein as the *Shadow Of The Beast* series, but not as polished, and the sound is suitably atmospheric.

What it comes down to is a lack of originality, the old saying 'a missed opportunity' being highly applicable — an in-depth RPG would have been more suitable to the licence.

Harker's sword is terrible; he looks as if he's drying out a linen sheet rather than brandishing a menacing steel blade! The rest of the sprites are nothing special, the evil shadows being the best of the bunch. That said, the fire looks incredibly realistic.

The restart points help to keep the challenge alive — it would be impossible without them — but don't expect an easy time, every level is steeped in difficulty.

But what's the point of a vampire game with no blood? Surely spurting red gore is the main effect in any vampire movie, no matter how small the budget?

Standard is the best way to sum up *Dracula*, because although it's far from the bottom of the heap, the title of numero uno is way out of reach. Although it has all the makings of a great game — stunning graphics and moody soundtrack — ultimately the disappointing gameplay lets it down.

71%

torches found in each stage can be lit, acting as a re-start point should Harker meet his death.

Dynamite, guns and stakes can also be collected to wage all out war on the vamps.

The moon casts long shadows in the castle grounds, and a distant wolf lets out a soul-piercing howl into the night air. Deep within the castle lies the Prince of Darkness, and there are 16 levels to complete before he can be challenged. The journey won't be easy. Dracula will do his utmost to protect Mina. After all, love never dies…



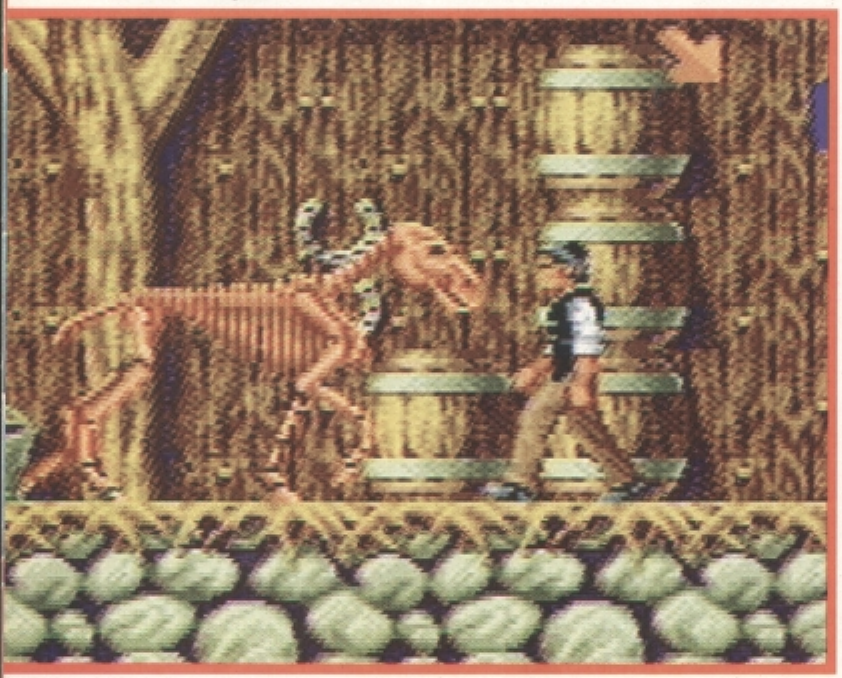
Torches are heavily guarded by blood-thirsty baddies.



Each level contains a number of torches. When lit they act as restart points.



The primary task in Level One is to locate the large sword.



Expect to encounter an array of weird and wonderful guardians. This horse skeleton is extremely tough to kill.

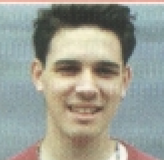


Finding a path through the wall of spears is a test of nerve and skill.



Zombies can't be killed. Each hit merely knocks them underground.

Final analysis



"Cosmetically excellent and is only marred by the lack of quality gameplay."



"The graphics *are* impressive, but the gameplay leaves you bored. Not what it could have been."



"I still can't take that sword seriously, or the rest of the game for that matter."

Final day score

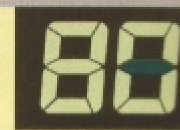
Chris Level 9





Despite absorbing gameplay, there has to be more on offer to compete in a genre that's saturated with better material.

Sound



An array of atmospheric sounds adding atmosphere and supplementing gameplay.

Graphics



Varied and colourful graphics, good use of parallax on the fog-filled levels.

Playability



Slow to start but get beyond the early levels and the action really gets going.

Lastability

Long and very tough ensuring lasting challenge. Level bosses are a little easy though.

Force factor

Get past the disappointing early levels and this develops into a thoroughly enjoyable adventure.



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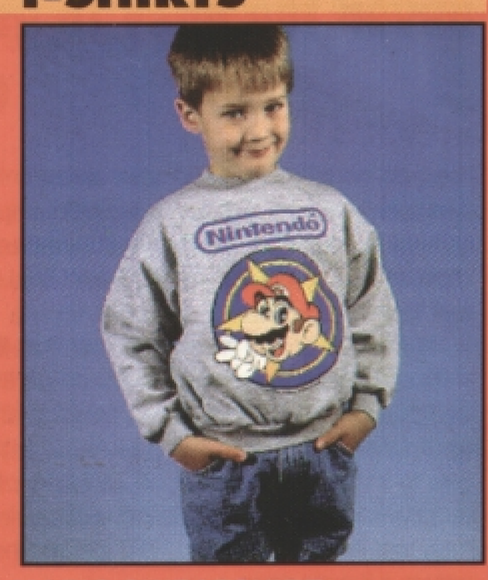


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Compact questions

I've just bought and read your excellent last issue. I particularly enjoyed the magazine's approach to the reviews, both in length and content. The first impressions, publishers' remark and final analysis work well together.

Is there any truth in the rumour that the big N has shelved plans for a SNES CD add-on? If so can you tell us what the hell Nintendo is playing at? They have already been left standing in this area by Sega, and now to think that Nintendo addicts cannot look forward to a similar (if superior) add-on is annoying. It looks as if we will have to wait until '95 before the *new* bit CD arrives if it ever does.

Nintendo is presumably content to rest on the FX development to compete in the 16-bit stakes. Their first release *Starwing* is very impressive but I expect future releases may lose their originality appeal. We will see.

And finally, why is Nintendo tying the hands of some of their biggest publishers. It's probably fairly well accepted that Nintendo only managed to push into the UK (and presumably other European markets) with the arrival of *Street Fighter II* and it's associated bundle pack leading up to last Christmas. Now on the advent of Acclaim's conversion of *Mortal Kombat* to the SNES, Nintendo is likely to censor the game content (and therefore authenticity). To make matters worse this time there is no monopoly as used to exist with *SFII* and the Sega version will not be subject to the same restrictions. This will lead to claims of a superior Sega version although the SNES may well be graphically and sonically the better version. Do other readers out there have any views?

That aside, I have played some arcade machines where the 'gore' switch has been disabled and it is still an enjoyable game. Keep up the good work and I'll be claiming my copy of SNES Force every month.

■ **Dave Sandison, Basildon, Essex.**

Firstly, you're quite right in assuming the Nintendo CD has been put on the back burner until next year, at the earliest. Nintendo USA Marketing Director, Peter Main, has gone on the record confirming that until Nintendo can produce a high-quality CD unit at an affordable price (under £200) they will continue to develop and improve the quality of cartridge-based games.

The problem is that the public see CD as the way forward but let's be honest, Sega CD is pretty disappointing. CD's strength is its massive storage facility (ideal for quiz games) but when it comes to arcade-style games, access times are nowhere near as quick as silicon-based cartridge games. Take a look at the 20-meg *SFII Turbo* to see what's possible on cart then show me a Sega CD game that can beat it.

To their credit, Nintendo are not interested in churning out a sub-standard 16-bit CD unit or an expensive system like 3DO which may cost up to £500. You can be sure Nintendo will launch the best possible CD at a price within games players' budgets and that has to be good news.

Moving onto Mortal Kombat, having seen both games the SNES version looks, sounds and plays better its MD rival. Okay, so there's no blood but does this make it any less of a game? Like yourself, I'd love to hear what other readers think. Drop us a line and let us know what *you* think.

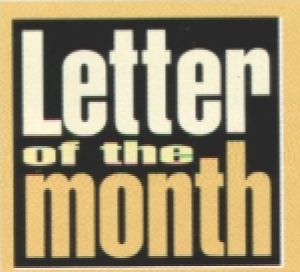
chris R

A fair rating?

Having thoroughly enjoyed the first three issues of SNES FORCE, I felt I must write it and tell you what a refreshing change your magazine makes to the usual run-of the-mill console games magazines. Particularly encouraging is that you're more concerned with concentrating on games rather than bolstering your own egos as is the case with lots of lesser console mags. Anyway, to my point. Why do you rate so toughly?

■ **S Mathis, Croyden**

You raise an interesting point. Yes, we rate tougher than other games mags but that's because we test games to the limit. Each review lasts for four weeks which gives us enough time to playtest a game thoroughly and give an informed and accurate rating so you, the



I never rated N-FORCE in the past, but I thought I'd give SNES FORCE a chance and I'm glad I did! I recently bought a Super Nintendo to treat myself after a gruelling 3 years at college specifically for *Alien 3*, which I've just completed and was brilliant. Needless to say, your handling of *Alien 3* in your magazine convinced me to to make this purchase, and your features on the film, especially the interview with Sigourney Weaver, sold me to your cause. With the advent of your second issue, you've caught my attention again, and now I'm hooked.

There's a real sense of adventure in your first two issues, as though we're embarking on a journey through the unknown. The free gifts also helped! Chris Rice, on the Next Month Page (Issue Two) shows us the obsession with money in the gaming industry, as opposed to the gamers interests, and it seems sad to me that the issues that were around nearly 10 years ago (price of games, hype, licensing agreements) are still around today without improvement. Your 'no bullshit' attitude, shown in your handling of the failed *Terminator 2* lead feature scheduled for Issue One, is indicative of the attitude throughout the mag, and as long as the mag carries on as it has promisingly started, you are assured a lifelong reader!! Good luck. I wish your magazine all the success it deserves!

Thanx 4 your time,

■ **George, Southgate, London**

PS I wish games were cheaper! I am currently thinking of buying *Cybernator, Starwing* and *ShadowRun* — but can't afford one, let along all three! Which would u recommend?

PPS Hope u can bring the price of your mag down soon!

Thanks for your letter, George. From its inception SNES FORCE has always aimed to be a completely new kind of magazine for Super Nintendo users. The whole team are really proud of it and it's enormously rewarding to receive letters from readers such as yourself letting us know all the efforts are worthwhile. Rest assured, we'll continue the celebrity interviews and the 'no bullshit' attitude.

As far as your choice of games goes, you've certainly got good taste — the three you mention are the cream of the Super Nintendo crop at the moment. *Cybernator* and *StarWing* are all-action shooters and *ShadowRun* is a fascinating cyberpunk RPG/adventure. If cash is a problem, the £54.99 price tag of *ShadowRun* might put you off and bear in mind an official UK version isn't available until late September. Still, whichever game you finally decide to buy you won't be disappointed.

chris R

customer, don't get ripped off. We wholeheartedly believe that an average game is worth 50%. In that respect, a game scoring 70% to 80% is still a very good game. To reflect this we've decided to award any game that reaches 85% our SMASH! accolade. That doesn't mean our rating system has changed though. You can still rely on us to give you the most information and the truth behind the hype.

chris R

A league of its own

I must say well done on your excellent and unique section — I refer, of course, to your Super League. Nearly every magazine has a chart but you break your league down into different categories and I think that's a brilliant idea. I've always thought SNES magazines weren't as good as Sega publications but SNES FORCE has proved me wrong. Could you answer a few questions please?

1. In Issue Two *Lord of the Rings* was in your Up Front section. In this the game of the book by Tolkien and will it be out before Christmas?

2. Have you any screen shots of *Super Empire Strikes Back* or *Lord of the Rings* and if so how good does it look to you?

Please print this letter and keep up the good work.

■ Richard Hutley, Peckham, London

1. Yes. *Lord of the Rings* is a massive adventure game based on J.R.R. Tolkien's popular novel. Interplay are planning to release it in time for Christmas.

2. Although *Super Star Wars: The Empire Strikes Back*, to give it it's full title, isn't available until Christmas we've managed to dig a screen shot to whet your appetite. Having played the game at CES I can confidently say it's going to be one of the best of all time.



JVC's *Super Star Wars: The Empire Strikes Back* all set to blast onto consoles this Christmas.

simon

Asking the Earth

I'll get straight to the point and ask my questions:

1. How much will *Sim Earth* cost?

2. Could you please give me an approximate release date of the Super CD?

3. What percentage would you give Super *Tetris*?

4. Which game is the best between *Bubsy the Bobcat* and *B.O.B*?

5. Finally why did you give *StarWing* such a crap rating? It's the best game I've played!

May I congratulate you on a superb mag. The first edition was awesome!

■ Matt, Clitheroe, Lancs

1. An Official UK PAL version of *Sim Earth* isn't available at the moment. You can get an American version from an importer but expect to pay around £50.

2. As reported in our news section last month, it appears certain Nintendo won't release their CD until mid '94.

3. *Super Tetris* scored a very respectable 85%. Remember, you can check almost 300 ratings in Directory Enquiries on page 92.

4. *Bubsy* and *B.O.B* are both humourous platformers and well worth considering buying. We feel *B.O.B.* has the slight edge.

5. I'm glad you mentioned this Matt. We have a very strict and rigorous reviewing policy. Considering we rate an average game at 50%, *StarWing*'s rating of 85% *is* very very high indeed — in the top 15% of all SNES games ever! Only by us rating games fairly can you be assured of value for money.

will

Lots of questions

Please answer these questions:

1. Will you print SNES Game Genie codes?

2. When will *Lamborghini American Challenge* be available?

3. When will *FlashBack appear*?

4. Do you think there will be any more *Mario* or *Street Fighter II* games on the SNES?

■ Joseph Smith, Glasgow

1. Yes. We print all codes in the Code Collection including SNES Game Genie and Action Replay.

2. *Lamborghini* will be available in November. Look out for a review next issue.

3. As the time of going to print there were no plans to release an official UK SNES version of *Flashback*. We'll stay on the case though and let you know of any further developments.

4. There are already new *Mario* and *Street Fighter II games* — *Super Mario All Stars* (see review on p.34) is a completely redrawn version of Mario's NES adventures and the incredible *Street Fighter II Turbo* Both these games will be available for Christmas.

chris H

Super Mario San!

I am writing to you as I bought your first mag and found the Special Delivery section very informative. Please could you tell me all the moves on the control pad for *Super Mario Kart* as I've recently bought the Japanese version and the instructions are rather hard to understand!!

Please could you print this letter as soon as possible as I am desperate to play it as I have heard it's a great game!

■ Al Chan, Cheshire.

PS I know you asked for more interesting mail, but I'm desperate for this. Sorry.

You've learned a valuable lesson here Al — it's much better to buy Official UK games. Anyway as you asked so nicely here are the controls: [B] Accelerate, [A] select and throw weapon, [Y] brake and [L] + [R] to jump and power slide.

simon

Quest for answers

Your mag is the best and me and my friends love it. So please print this letter

1. Could you possibly do the review of *SFII Turbo edition* again, but this time make it a larger review?

2. How much (roughly) will the CD's for the Super CD system cost?

3. How much is the Multi-tap adaptor?

4. I think you should have posters in SNES Force. Maybe a *Mortal Kombat/SFII Turbo* poster in the next issue!

5. Did you have a good time at the CES show, Chicago?

6. What rating did *Super Formation Soccer* get?

■ Simon Steer, Sutton, Surrey.

1. Your wish is our command. Issue Three has an extended five-page review of *Street Fighter II*.

2. Nintendo are hoping to make the system available for between £150-£200

3. The multi-tap costs £30 but shop around (look at the advertisers in SNES FORCE) and you may be able to get it cheaper.

4. As we're a perfect-bound (hard-spined) magazine we can't feature pull-out posters. However, if enough people want a poster we can put one on the front of the magazine in a bag. If anyone else would like to see posters with the magazine write in and tell us and we'll do one.

5. CES was absolutely brilliant — an experience that should not be missed! And for the first time this year there's going to be a CES for British gamers. the event is called LIVE '93 and it takes place at London's Olympia exhibition halls between September 16th and 20th. Look in the news section on p.7 for details how to win 100 pairs of tickets.

6. *Super Soccer* got 84%. You can still catch our review of the sequel, *Super Formation Soccer II*, in Issue Three by contacting the Back Issues department on 051 357 1275.

will

Mortal wombat?

At the time of writing this letter I've only seen your first issue and so far it's looking right as rain, so keep up the good work. Here are my questions:

1. I saw *Mortal Kombat* previewed in your mag saying the release was summer, but it's summer now. Could you tell me exactly which summer it's due?

2. I've seen many sketches of the Super CD for the SNES but have any of these actually been confirmed as the real design?

3. With the Game Genie being released onto our shelves, many people will buy it for the *Street Fighter II* cheat to play the bosses, but not a single mag has shown a picture of this in play. Ok, it's probably true, but exactly how good is the picture and how playable are the bosses. Could you please show a piccy of it and say what the controls are like?

■ Brett Grinnall, Poole, Dorset

1. *Mortal Kombat* is released on September 13th.
2. No design has been confirmed yet.
3. Of course we can Brett. Here's a shot of M.Bison fighting Ryu using the Game Genie code 01A4-0767 + F0AE-6D04. The picture's not excellent but the controls and moves are all there.

chris H



Choose VS, Ryu and Ken and select any boss stage.

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The Complete solution

This month features solutions to three of the hardest-hitting games around — SFII Turbo, Maddens '93 and Batman Returns — plus masses of small tips. Check out the index below...

Index...

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Welcome to the most informative guide to the best game ever. Over the next three issues we'll be showing you how to win as every character on the super tough Level Seven. This month we start with Sagat, Ryu, Ken and Chun-Li. Let's Fight...



Sagat

Since *Street Fighter II*, Sagat has learnt a new move called the Tiger knee. This is a jumping knee that is just right for attacking any foe stupid enough to get close. He has excellent fireball and uppercut moves and is a very strong all round character.

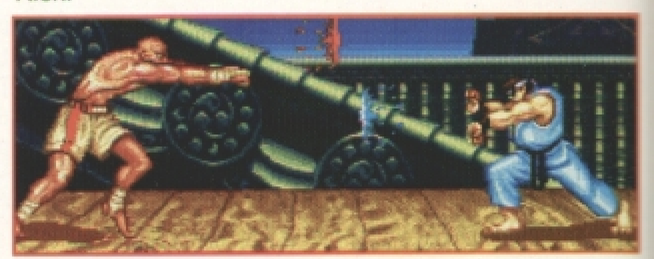


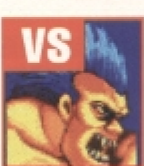
Ken is predictable and should be easily defeated. If he uses the fireball attack, counter it with your own fireball. Leap at him and attack with a strong jumping kick/strong low kick combination. Be very careful, as Sagat isn't very good in the air and may be Dragon Punched. Counter any mid-air attacks with a Tiger Uppercut. Ken's speed is superior, so time any attacks well.





Ryu begins with the fireball attack, so be ready to come back with the same. Sagat can shoot fireballs faster than Ryu, so getting an advantage should be easy. If he tries to jump toward you, use the Tiger Uppercut to bring him down to earth. The Tiger Knee is ideal for combating the Hurricane Kick.





Bring Blanka out of his cannonball attack, with a Tiger Uppercut, then time a fireball to hit him as he lands. The vertical cannonball is more tricky to combat, but time a Tiger Uppercut right and you can hit him before he makes contact with you. The best method is to block high and as he lands, strong sweep his legs. Don't jump towards him and you render his electric attack useless. If he attacks with jumping kicks, use the Tiger Uppercut and follow with a fireball or sweep as he lands.





Counter Honda's Hundred Hand Slap, with a fireball. Don't let him corner you, as it's very difficult to get out, especially if he advances when striking. Anticipate the sumo head butt — he either walks backwards or crouches while charging it — and respond with a Tiger Uppercut or Tiger fireball. The uppercut requires better timing but inflicts far more damage.



Street Figh

The Ultimate Level S

SMALL TIPS

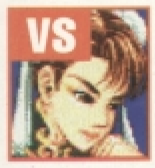
ACTION REPLAY

ROYAL RUMBLE

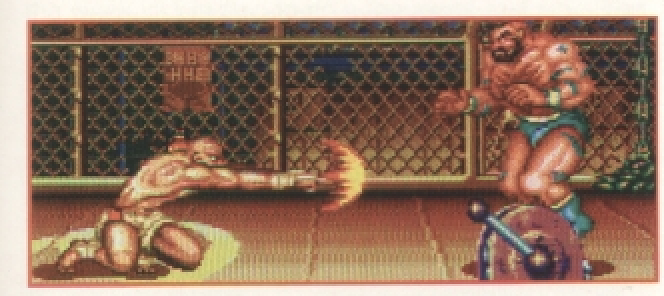
7E06423A
Infinite energy
7E021E07
Don't get counted out .

GHOULS 'N' GHOSTS

7E14BC00
Continually jump
7E0458XX
Jump duration (values between 0-7F). The lower the number the longer the jump. Try F for a double jump and 7F for a tiny hop!
7E044DOX
Direction of jump. X=0 — right, X=1 — left
7E14F201
Frozen solid while replay enabled
7E14D501
Stops legs being animated when walking
7E028DOX
Select level 1 — i.e. to select level 6 X=5
7E028FOX
Select area, X=O start of level, X=1 middle of level ·
7E02A402
Infinite lives
7E02A70X
Minutes left
7E02A80X
Tens of seconds left in time
7EO2A901
Infinite time (seconds)
7E044AOX
Shield hits allowed before death
6E02AEOX
Armour
X=0 — No armour
2. bronze
1. Steel
4. Gold
The armour is lost once you are hit. (7E14BA04 selects the gold armour as well, but doesn't give



Use a good combination of high and low fireballs, making it hard for the Russian to get close. If he leaps them, use the uppercut. Don't get cornered as the Spinning Pile Driver causes masses of damage.



Use Tiger Uppercuts to prevent Chun-Li getting close. Fireballs can also be used, forcing her to jump. Follow the projectile attack with an uppercut while she's in the air. As she jumps off the wall get behind her, use a strong jumping kick in the back, followed by a fireball. If she uses a fireball, cancel it with one of yours. It's difficult for Sagat to jump and attack due to his lack of mid-air speed, so it's best not to risk it. Prevent her aerial attacks and she's a walk over.



If Dhalsim teleports and reappears close to you, go for a strong sweep. He falls to the ground without a chance to block. Dhalsim's slide attack leaves him very vulnerable if you can block it. As he's sliding toward you, go for a strong low kick before he can block — this tactic works every time.



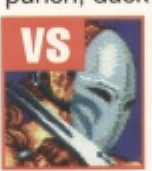


Guile's Sonic Booms take a second to charge so counter them with strong fireballs. If he attacks from the air, use an uppercut to stop him. If he walks toward you, crouch and block then, when he gets in range, use a strong sweep — the penalty for failing is a throw. He Flash Kicks your jumps, so use fireballs and uppercuts to corner him and wear him down.





Balrog spends most of the match blocking before attacking with a flurry of punches, so be on your guard. If you can anticipate a slide punch try a Tiger Uppercut or fireball. Try not to get blocked into a corner as it's difficult to escape. If you get stuck, get out with a jump kick. When Balrog tries a sliding uppercut or punch, duck under it and strong sweep his legs.



This is a tough match as Vega's speed causes problems. If he jumps onto the fence in preparation for a Barcelona Attack or mid-air suplex, stand directly underneath him and, as he leaves the fence to attack, do a strong Tiger Uppercut. The tumbling claw is tricky to combat with anything other than a low fireball although it's possible to hit him with an Uppercut. This move is also effective for countering Vega's mid-air kick.



The way to beat Sagat is to play him at his own game. Use loads of high and low fireballs, then attack with the Tiger Uppercut as he jumps toward you. If he tries to move close, block low, avoid his blows then attack with an Uppercut. Because Sagat lacks a decent jump and is quite slow it's best to stay on the ground and wait for him to come to you, using the fireball technique outlined above.

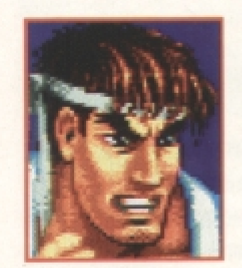




Sagat's kicks are the key to winning this encounter. Bison moves very quickly but he can be defeated with well timed kicks. If he tries the mid-air head stomp, block high and Tiger Uppercut before he lands. Counter flaming torpedoes with fireballs. Because of Bison's superior speed and jumping skills this match takes quite a bit of practice to win.



RYU/KEN





Ryu and Ken are very similar characters and have the same basic moves. The only difference is Ryu has a greater range on his Hurricane Kick and Ken has a wider Dragon Punch. For this reason they are classified together.

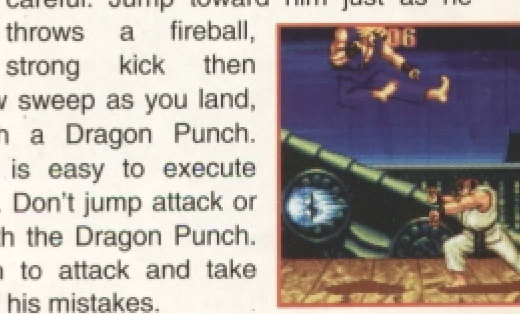


Use fireballs to force Ken to jump, then counter with a strong Dragon Punch catching him before he lands. When he jumps back and forth, move in and do a strong crouching punch or full power Dragon Punch. If he misses with a Dragon Punch throw him as he lands for maximum damage. The fireball/Dragon Punch combo is the key.





Attack when Ryu throws multiple fireballs. Timing is crucial, so be careful. Jump toward him just as he throws a fireball, strong kick then fireball or low sweep as you land, finishing with a Dragon Punch. This combo is easy to execute with practice. Don't jump attack or you're hit with the Dragon Punch. Wait for him to attack and take advantage of his mistakes.

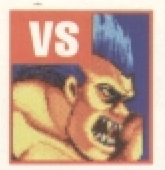


ter II Turbo

S even Guide Part One

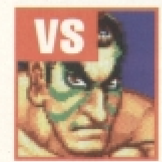
as well, but doesn't give

the magic meter)
7E02B800
Slow motion even on
standard joypad while
holding down [START]
7E14D30X
Select weapon X
X+0 - Lance
1. Flaming lance
2. Dagger
3. Magic dagger
4. Crossbow
5. Magic crossbow
6. Scythe
7. Magic scythe
8. Torch
9. Magic torch
A. Axe
B. Hefty axe
C. Tri-blade
D. Shuriken
E. Enchanted
F. Bracelet (fireballs)
7E14CFOX
Select magic spell
regardless of current
weapon
X= Thunder
4. Shield
1. Fire Dragon
5. Lightning
2. Seek
6. Nuclear
3. Tornado
7E14F001
Instant magic, when used
with the gold armour and
the shield spell, gives you
a shield of invincibility.
(&E02AE04, 7E14CF04)
7E1A9BOO
Throw unlimited lances
7E1A9C00
Throw unlimited flaming
lances
7E1A9D00
Throw unlimited daggers
7E1A9E00
Throw unlimited magic
daggers
7E1A9F00
Throw unlimited crossbow
bolts
7E1AA000
Throw unlimited magic
crossbow bolts
7E1AA100
Throw unlimited scythes
7E1AA200

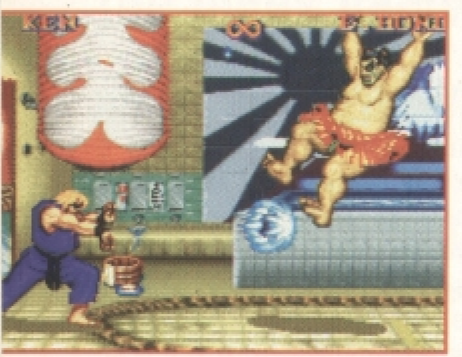


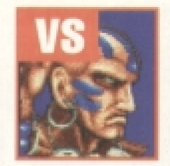
Fireballs are the key to defeating Blanka. Use them as often as possible to keep him at bay, and he runs or even jumps into them. Don't use it if he gets close or he jumps them and strong kicks you — a jumping strong kick followed by a strong sweep or Dragon Punch does the trick. Avoid jumping over him as he uses his vertical cannonball. The fireball is an excellent defence against the horizontal cannonball.



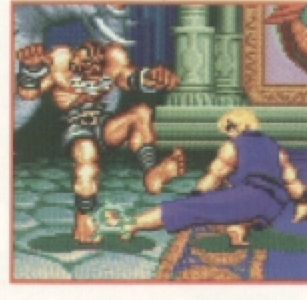


As with Blanka, concentrate on fireballs. Keeping Honda at long range is a priority. As he jumps, leg sweep him before he lands. His new belly flop is a double hitter so be sure to block it. As he lands he's momentarily defenceless, so take full advantage with a strong sweep. If he corners you and uses his Hundred Hand Slap, block it — don't forget he can move forward while doing it — then use a mid-air Hurricane Kick to get out of the corner.





Attack Dhalsim's Yoga Fire with the Hurricane Kick and counter his Spinning Drill attacks with strong Dragon Punches. His teleport can cause problems but if you're close as he re-appears, strong sweep him as his feet touch the ground.





When fighting Guile, stay back and wait for him to make mistakes. Use lots of fireballs — if he jumps, Dragon Punch before he lands and follow with a fireball timed to hit him as he gets up. Fool Guile into doing a Flash Kick — a small Dragon Punch just out of his range works — and as he's still in mid-air use a strong Dragon Punch. Don't forget the Hurricane Kick is invulnerable against his Sonic Boom — start close enough and you kick him before he can block.

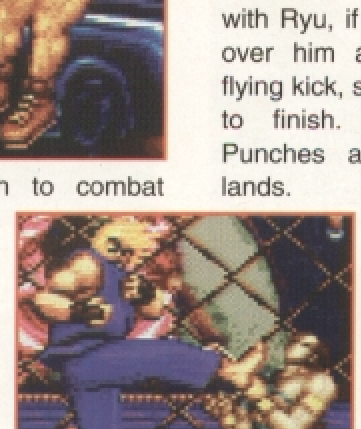




Balrog is immune to fireballs when charging his Sliding Punch so don't waste time trying. Instead, wait for him to begin the punch and use a strong Dragon Punch stopping him dead in his tracks. Keep him at long range using fireballs to make him jump As he lands, use a strong sweep or a well-timed Hurricane Kick. If you get cornered, use the mid-air Hurricane Kick to escape.

Use a strong jumping kick then follow up with a strong sweep. If you're timing is spot on you can hit him with multiple strong jumping kicks. If you stun him, use the double hit Dragon Punch, but be quick as he doesn't stay stunned for long! Don't get cornered — the spinning piledriver is devastating!

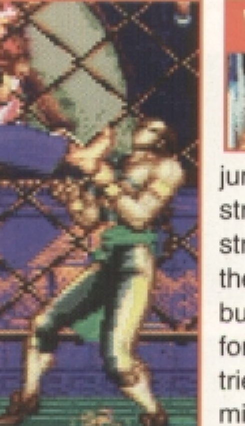




Use the fireball to force her to jump then counter with a Dragon Punch. Her new fireball attack leaves her temporarily defenceless so leap and hit her with a strong jumping kick and leg sweep combo. Don't use fireballs too often, as this makes you vulnerable to her strong kick and sweep combination.



Use the Dragon Punch to combat Vega's frequent jumping attacks. He is most vulnerable when jumping off the wall, so counter with a strong kick. He goes into a back flip, making him invulnerable, so wait until he stops and do a Hurricane Kick. If timed correctly, you deliver multiple hits before he can block. When he goes for the Barcelona Attack or mid-air suplex, wait for him to get to head height, then do a Hurricane Kick — you hit him before he has a chance to connect.



Sagat's tactics haven't changed since the first game. Anticipate his fireball attack pattern and as fires jump toward him with a strong kick, following with a strong sweep. If he uses the Tiger Uppercut, catch him as he lands and throw him, as kicking in mid-air no longer does double damage.





Use Dragon Punches to stop M. Bison's air and torpedo attacks. The best technique is to use a fireball and he jumps counter with a Dragon Punch. The head stomp is easy to combat; block as he touches your head, then attack with a strong Dragon Punch as he lands on the other side of you.

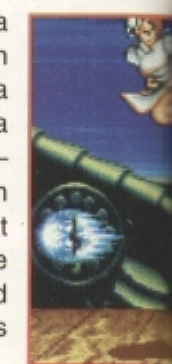
CHUN-LI:

Chun-Li is very fast and has a good range of attacks including a new fireball which is perfect for long range battles. She also has a high Spinning Bird kick, excellent for attacking airborne foes.

Block Ken's Hurricane Kick and as he falls to the floor throw him before he has a chance to block. As with Ryu, if he tries a fireball, jump over him and attack with strong flying kick, strong sweep and fireball to finish. Block Ken's Dragon Punches and throw him as he lands.



Don't jump over Ryu as you're caught with a Dragon Punch. Wait until he does a fireball then jump and attack with a strong kick followed by a strong sweep and fireball — the fireball may not hit him but it makes it more difficult for him to get back up. If he tries a Dragon Punch and misses either use a throw as he lands or a mid-air throw.



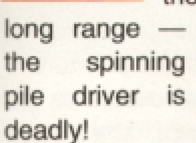
Throw unlimited magic scythes
7E1AA300
Throw unlimited torches
7E1AA400
Throw unlimited magic torches
7E1AA500
Throw unlimited axes
7E1AA600
Throw unlimited hefty axes
7E1AA700
Throw unlimited tri-blades
7E1AA800
Throw unlimited shurikens
7E1AA900
Throw unlimited enchanted fireballs
7E02950a
7E02960b
7E02970c
Score, made up as 'abcdef'
7E02980d
7E02990e
7E029A0f
7E14D101
When on top of a wall you can walk off and stay at the same height. (Also when walking along and the ground falls away)
7E14C301
When action replay is enabled, everytime you jump the ground moves to the height of your jump. To fall back to earth, disable the action replay (this differs from 7E14D1 in that you don't have to jump onto a wall first)
7E0494XX
First weapon thrown speed
7E04D5XX
Second weapon thrown speed
7E0516XX
Third weapon thrown speed
In the above, when using daggers you must alter all of them, but when using lances, change

If Blanka uses the horizontal cannonball attack use a fireball or strong crouching punch to hit him, although it no longer does double damage. Jump toward him with a medium or small kick and as you land rapidly press the weak kick button to do a thousand-foot kick. This — if done fast enough — hits him before he can block, stunning him on some occasions. His new vertical cannonball shouldn't be a factor as long as you don't jump over him. The fireball and strong sweep as he lands tactic also works very well on Blanka.



As Honda jumps toward you, time your fireball correctly to hit him just before he lands. Alternatively, shoot a fireball, then as he jumps over it follow with a strong leg sweep. If Counter sumo headbutts with fireballs or strong punches. If he traps you in a corner, escape by jumping off the wall or use a strong vertical jump kick — knocking him back slightly — then jump over him and head stomp.





Fireballs aren't much use against Zangief as his Spinning Clothesline is invincible. Concentrate on jumping toward him followed by weak kick and thousand-foot kick. Keep the fight at long range — the spinning pile driver is deadly!



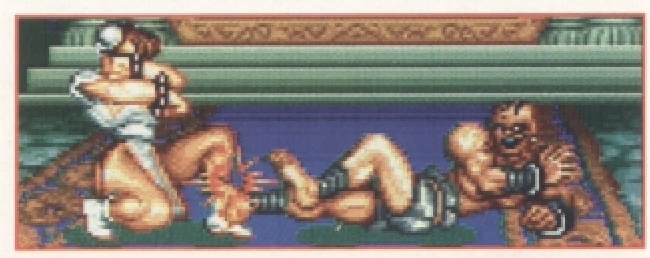


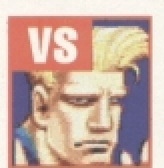
The fight against your nemesis is a real test of your skills. If your double attacks, charge a Spinning Bird Kick and unleash it as she fall towards you knocking her out of the air and inflicting lots of damage. As she jumps off the wall move behind her while she's still in mid-air, jump, mid-air throw, then fireball. If she steadies for a fireball, jump and attack with a strong kick followed by a strong sweep.



Because Dhalsim's so slow in the air he's an easy target for Chun-Li's airborne attacks. If he jumps use the mid-air throw — high Spinning Bird Kick is also a good move delivering multiple hits before he lands.

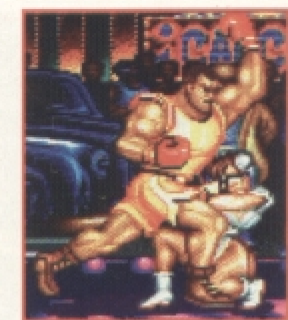
Counter Yoga Flame attacks with a fireball or jump over it and attack with a strong kick, strong sweep combination. Block his slide attack then strong sweep before he has a chance to start blocking — this works every time. After using his teleport move he's vulnerable for a brief second, take advantage by using a throw or a strong sweep.

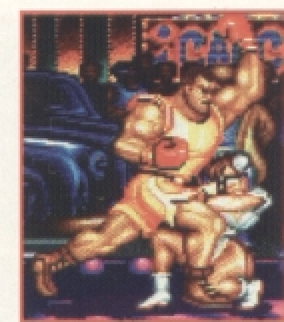




A tough opponent as he's almost as agile and has very fast attacks. Don't jump him as he Flash Kicks you every single time. Instead, stay back and wait for him to attack. Counter Sonic Boom's with a fireballs otherwise he Flash Kicks you. As he moves toward you do a vertical kick and while in mid-air charge up a thousand-foot kick — you score maximum damage as he lands.

Duck and block Balrog's Sliding Punch, then strong sweep knocking him to the floor. An excellent technique is a fireball attack forcing him jump then, before he can land and block, use a strong sweep. If you can charge it up quick enough, catch him with a Spinning Bird kick delivering multiple hits and occasional stuns.







The two fastest characters in the game and this is a tough match for Chun-Li. The fireball and strong sweep tactic still works but perfect timing is needed. As Vega attacks off the fence stand to one side, jump, do a mid-air neck throw, then time a fireball to hit him as he lands. When tumbling backward Vega is invulnerable but if you start a Spinning Bird kick just as he stops you can land multiple hits.





Coax Sagat into a Tiger Uppercut — a jumping kick just out of his reach does the trick — and then as he's still in the air jump and do a mid-air neck throw. If he moves toward you a strong punch or crouching strong punch keeps him at bay. Anticipate the pattern of his fireballs, jump over a low one and attack with a high strong kick and strong sweep combination. Don't use the Spinning Bird Kick.





Block Bison's head stomp then throw him as he falls to the ground. Use fireballs or weak, crouching punches to counter his flaming torpedo and scissor kick attacks. If he jumps, launch yourself off the wall and use a strong mid-air kick or neck throw.



That's all for Part One of our *Street Fighter II Turbo* Level Seven guide. Next month we'll be giving you all the inside information on how to win as Bison, Vega, Dhalsim and Zangief.

using lances, change

only the first two. If when using daggers you just change 7E0494 then the next two daggers will be the same speed as normal. XX should be 00 to 7F: the higher the value, the faster the throw.

SUPER ALESTE

7E006EOX
Selects weapon. X denotes weapon wanted - 1 ie, to select missiles which are number 5 enter X as 4.
7E006FOX
Weapon selected power-up level. The value of X is 0-6.

NOTES ON THE ABOVE

(i) If a weapon level of 2 or above is selected and the enable switch is left on [up], your ship is indestructible.
(ii) To gain the correct weapon and level enable the action replay;
(a) before starting the game
(b) right after being destroyed
(c) at the end of the area or the weapon may not act or power-up as expected.
(iii) Mix weapons for weird results: set 7E0006E02 and 7E006F06 and leave the switch enabled [UP]. Then select a sprite weapon power-up during play and watch the twin weapon (level 6 circles and sprites!).
7E0152XX
Bombs available. Maximum value is FF (9225), but to display the number correctly don't exceed 99 as the value for XX
7E0153XX
Number of enemy erasers collected. By setting XX to

John Madden's '93 Players' Guide

Pad up for the new American Football season with this hard-hitting guide to essential play selection...

The best offensive plays

The offence is an important part of the team, and if you don't have a good base of plays which you know work every time you're in big trouble. This is a selection of the best plays for any team, in no particular order; use them if you need a score fast or as a way of getting out of a tight situation.

Hail Mary Pass



This is used as the desperation play in many cases, although the Hail Mary can be used to good effect in the normal game situation.

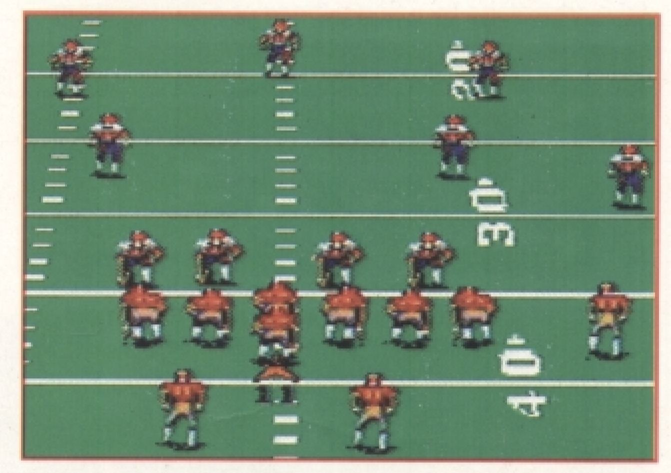
The play sends your best three receivers racing downfield trying to break from their markers. You then choose the most open receiver and throw the ball. This play is a good yard-maker in the second down situation. Don't risk trying it on third or fourth downs, though. If you choose a Hail Mary play and the defence show a deep defensive formation, change to an audible or you could be intercepted.



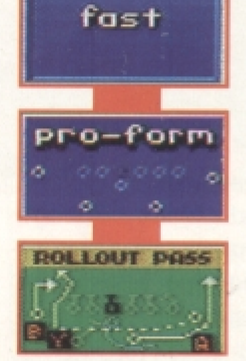
HB Toss & Pass



This deception play is excellent and if not over used proves very profitable yielding big yardage. At the snap the quarterback dumps the ball to the halfback, who can then either throw or run with the ball. If the back field opens up you are best to throw; if the defence sits back, go for the run. It's useful to check the stat book to gauge the accuracy of your halfback's throwing arm.



Rollout Pass



Probably the best play in the entire game, this can be used regularly for gaining short or long yardage. When the ball is snapped run the quarterback to the right, wait for the halfback receiver on the right-hand touchline to get into a good receiving position and then throw to him. If used sparingly this works every time getting you out of some very tight situations.



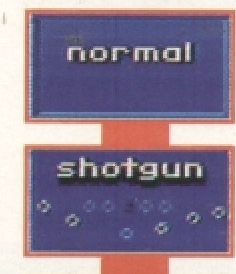
HB Toss — Left or Right



This is one of the more effective running plays and can be used to good effect. Running the ball is a difficult skill to master but should be perfected as it is useful. After the ball has been passed from the quarterback, the halfback is on his own. You can choose either a right or left toss pass so vary your choices to confuse the defence. When running with the ball try to look up the field to see where the gaps are opening in the defence, and head for them; when you are about to be tackled, jump forward to gain those few extra yards. They could be the difference between a first down or turning the ball over.



Flood Right



A long-yardage play especially effective for the Buffalo Bills who use it regularly to target Thurman Thomas #34. As the name suggests, all the eligible receivers (two wideouts and a halfback) sprint to the right of the field and wait for a pass. If you run the quarterback to the right as well, you're able to get a better view of the open receiver.



FF you never have to restart at the beginning of an area, you just continue.
7E015404
Changes the appearance of missiles when using weapon 5.
7E0157XX
Lives available. Maximum value is FF (255) but to display the number correctly don't exceed 99 as the value of XX.
7E01580X
Ship speed. Values 0-3 for X are normally selectable. 4=very slow, 5=very fast and 6=no movement.
7E0242XX
Area (level select)
Standard Game XX=00-11(17 decimals) 18 levels
Short Game XX=00-07 (8 levels)
Level 6 gives strange sound FX
In both games XX=00 will play area 0.
To continue chronologically after the level is complete, disable the action replay before the level ends.

LOST VIKINGS

7E04 0202
7E04 OA02
7E04 1202
Enter this code for infinite flame arrows for Baleog
7E040AOB

ALIEN 3

7E15E264
Full energy on the Flame Thrower
7E1ODA90
Weapon fire, but does not kill anyone
7E14C604
Infinite Flame Thrower
7E15D408
Infinite Pulse rifle
7E15E264
Infinite Blowtorch
7E15DC08
Infinite Grenades
7E124499

HB Sweep



If you have a strong offensive line and a fast halfback, this play can reap great rewards. The quarterback flips the ball to the waiting halfback, who then sweeps around the line of scrimmage — the play can be either a right or left sweep — behind his blockers. Use the play sparingly and on first or second down and it's a sure way of gaining short yardage.



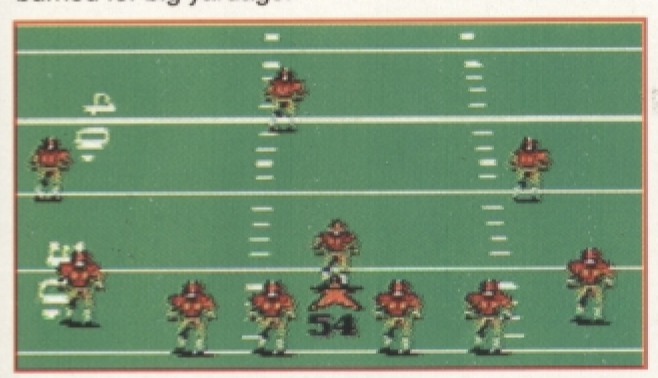
Thc bcst dcfcnsivc plays

Defence is tough to play well, and takes many hours of practice before you can anticipate accurately what the offence is going to do. Here are the top five defensive plays, in no particular order; they can be used at any time unless stated otherwise.

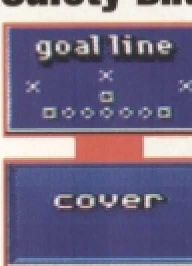
Wide Zone



As the name suggests, this defensive formation is designed to stop passes to the wings. There's good cover for the sides of the field and a couple of defensive men in the centre covering the run. This play offers a good opportunity to get an interception as most of the offensive receivers are covered. If the offence shows a running formation, such as a goal line or big, call an audible running defence or you could get burned for big yardage.



Safety Blitz



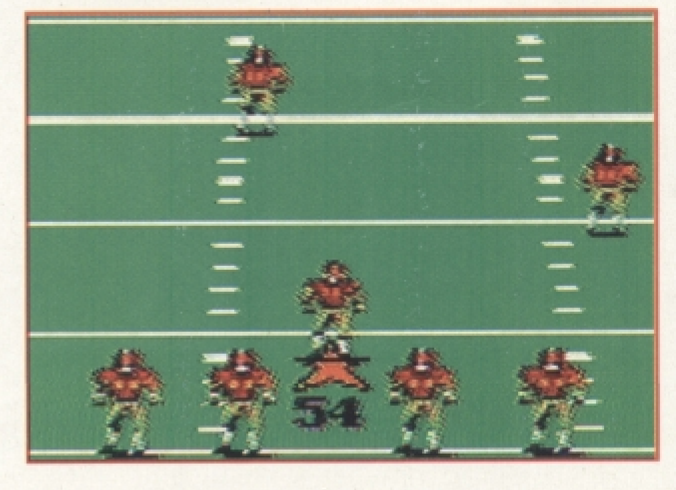
This play is best used in a goal-line situation, as the blitzing players put the offensive line under great pressure tempting them into a wayward pass or even forcing a safety. If the offence shape up for a run you're able to stop the ball carrier before he makes up much ground. It also leaves the strong safety in the back field just in case the offence tries a surprise pass.



Short Zone



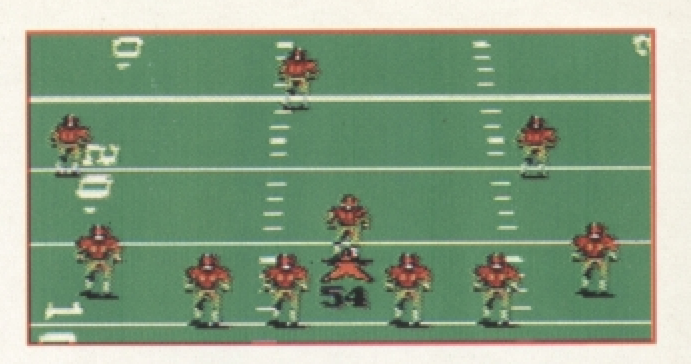
Use this play if the opposition need to make a gain of about five yards; they're more than likely pass the ball and the short zone gives you a good number of defensive men in this crucial area. If they offence opt for a running play on the audible, you still have enough players on hand to tackle the opposing player before he makes the required yardage.



Monster Blitz



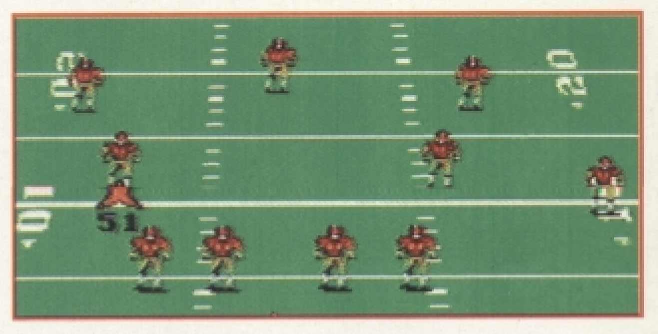
This is a good to play to use if you're unsure what the offence is going to do. It leaves defensive men in the backfield protecting against the pass. Its main use, however, is to put as much pressure on the quarterback as possible forcing him into making a quick decision — usually the wrong one. Hopefully, the result is a sack for a big loss or an interception.



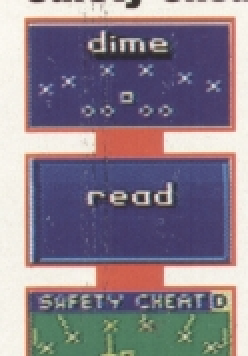
Bump and Run



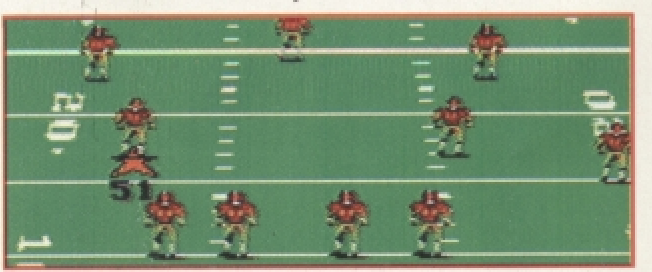
This is the best default or standard formation to choose — a good all-rounder. It defends well against both running and passing plays, making it ideal if you're in doubt as to what the offence is going to do. Ideally you're better off controlling one of the linemen as all the other players have specific opposing players to cover. Stay alert and there's a good chance of a sack.



Safety Cheat



For big second and third down passing situations use this formation. The dime coverage (putting extra men in the back field) gives good aerial cover and an excellent chance of breaking up the play or even intercepting the ball. Take control of a defensive lineman and cover the man on the ball. While the rest of the cornerbacks retreat, the safety covers the run.



Touchdown with the Complete Solution next month for three more blow-by-blow guides to the best in SNES games.

Energy — when entering a new room you get hit once, but after that you can't be touched.

AXELAY

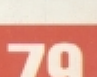
7E0325FF
Invincibility
7E032901
Finish the level quickly

BUBSY

7E0214XX
Level select replace XX with 0-13
7E009300
Stops the animation on the water

FINAL FIGHT 2

7E106D8D
Player 1 keeps full energy bar
7E11258D
Player 2 keeps energy bar at full
7ED86399
Stops time from counting down
7E10A2FF
Player 1 starting lives
7E115AFF
Player 2 starting lives
7E10260F
Grab the enemy, jump and then attack to destroy him. Only Haggar can do this. Do not use this method on the bosses.
7AE105BXX
XX changes the players colours (player 1)
7E1113XX
XX changes the players colours (player 2)
7E1079FF
One hit is needed to kill the enemy (player 1)
7E1131FF
Only one hit is needed to kill the enemy (player 2)
7E1003XX
Player 1 select character — OO=Haggar, 01=Maki, 02-Carlos
7E1OBBXX
Player 2 select man — 00=Haggar, 01=Maki, 02 Carlos



Batman Ret

Complete Solution

Batman Returns is not only one of the premier film licences but also one of the toughest beat-'em-ups around. This is a guide to all seven levels, the baddies you meet, the end-of-level bosses and how to defeat them.

Level One: Gotham Plaza



The first level is a good area to practise your moves. The clowns are very weak, so only one punch is needed. Fat clowns are tougher, so punch them a few times and then move in and grab them. Now use a throw or head stomp, both of which inflict damage and are easy to execute. If you are close to the top of the screen and have grabbed a bad guy, push [UP] and [Y], throwing the enemy into the window or fence above. The clowns on stilts are very tricky, so aim for the head and dodge the flaming torches. The clowns take about three hits

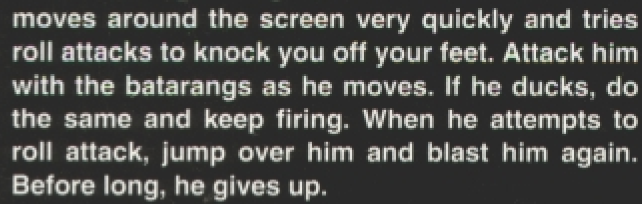


and should be killed, as dodging them is difficult. Other clowns ride around on motorbikes trying to run you over. Use the flying attack or jump kick to kill them quickly.



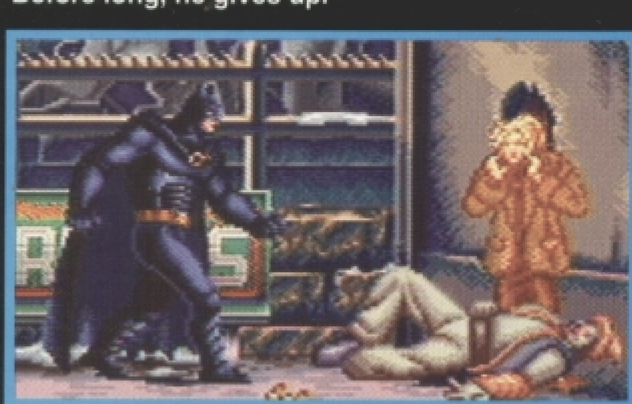
Boss: Mugger

At the end of the level you see this shady character mugging a helpless Gotham citizen —





which happens to be Selina Kyle, alias Catwoman. Fire the bathook at him and it misses, going into the wall behind him. Pull the rope and a secion of wall hits him in the back of the head, starting the fight. He moves around the screen very quickly and tries roll attacks to knock you off your feet. Attack him with the batarangs as he moves. If he ducks, do the same and keep firing. When he attempts to roll attack, jump over him and blast him again. Before long, he gives up.



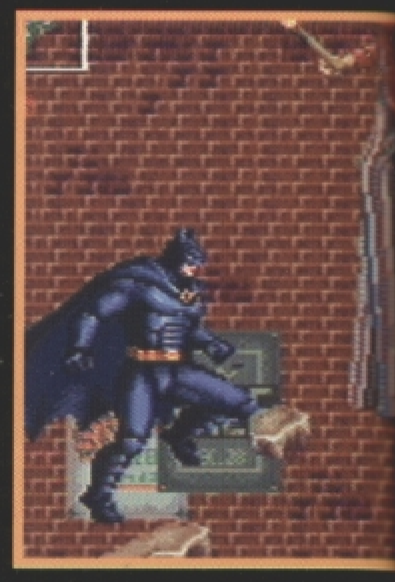
Level Two: Battle in the Streets of Gotham City

This level is split into three sub-stages. The first section is in a tunnel, with just the usual clowns to deal with. The next section is more difficult, as the level becomes a blazing inferno. Avoiding the fire falling from the ceiling is tricky. Use the batrope to dodge the more hazardous section. Timing is the key to surviving this section. There are lots of clowns on stilts on this level, and if they aren't killed it becomes very difficult to avoid both their fire torches and the ceiling debris. Jump and fire batarangs at them — they





take three or four hits to kill. Before long you come to another clown on stilts. At this point the floor falls away and the fire dies down. After a few more screens you eventually reach the final section. Here, there are more bike-riding skeletons — as before, the flying attack or jump kick sees them off.



HUMAN GRAND PRIX
7E0C49OF
Infinite tyres
7E0C4DOF
Infinite brakes
7E0X2FOF
Infinite wings

HUNT FOR RED OCTOBER
7E14D502
Infinite mines
7E14E721
Unlimited stealth

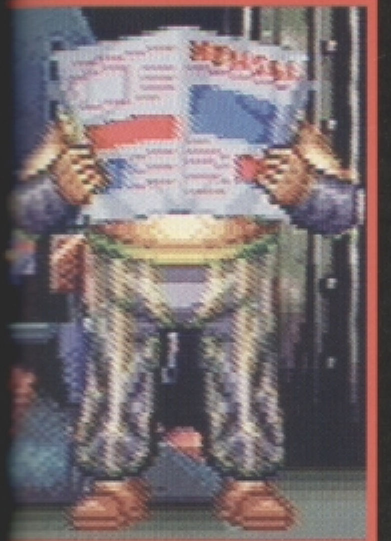
LAGOON
7E052901
Infinite money

LETHAL WEAPON
7EOD2830
Unlimited time
7E022606
Unlimited shields

STARFOX/ STARWING
OBD2F4XX
Number of Nova Bombs to start with
OBE2156B
If dead 'Stops and Hovers'
OBD2DAD
When killed damage is not repaired
1FD1466B
Stops all shooting
OBEO73XX
Change Nova Bombs to other weapons
@Uncross = 24=Normal, try 22.
OBE115XX
Change laser to other weapon.
OBEOE4DO
Full fire power
O3AC6760
Removes the pictures from the map Screen.

SUPER MARIO ALLSTARS SM1
7E172A05
Infinite lives for Mario
7E173605

turns



Boss: T. Strongman

Probably the easiest boss in the game. His main attack is the sliding punch, so as long as you stay away from this he is easy. Use the jumping kick or flying attack, then retreat and repeat the process. This means he can't get his huge mitts on you. There are some small clowns around him but a few well placed punches sees them off. Before long, you're off to the next level.



Level Three: On The Prowl

This level begins with Batman standing on a platform which is slowly moving up the side of a building. The platform sways from side to side, so make sure you stay in the middle — falling off loses a life. As you climb higher, clowns jump out of the windows at you. The small ones are killed easily, and the bigger ones only need a couple of hits. When it stops moving, use the batrope to grab on to part of the scenery and move right, to another platform.







Boss: Catwoman

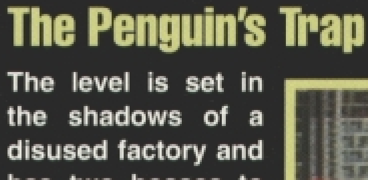
This is your first confrontation with the Catwoman, and she's



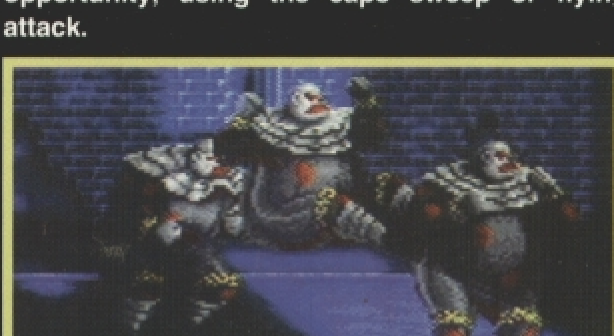
very tricky. She moves very quickly and attacks with lightning-fast kicks or her huge whip. When she draws the whip, it's best to back off, as it does a lot of damage and has a long range. When you've hit her a few times, she moves very quickly kicking you — this attack only lasts a short while, but avoid it at all cost. The best counter is the cape sweep. Time this right and you can block her into a corner and deliver multiple hits before she escapes.



Level Four: The Penguin's Trap



The level is set in the shadows of a disused factory and has two bosses to contend with. There are also fire clowns carrying torches and breathing flames — dodge them at all costs, as they follow up attacks, making it tough for you to get off the ground. Kill them at the first opportunity, using the cape sweep or flying attack.



Boss: Catwoman

The same as last level, except she uses her whip more. All the same tactics apply.



7E173605
Infinite lives for Luigi
7E07EB09
Unlimited time. Switch Action Replay off at the end of each level
7E075606
Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SM2

7FFBO2XX
Replace XX with the required stage number
7E075A05
Infinite lives for both Mario and Luigi
7E07EB09
Unlimited time
7E075606
Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SMUSA

7E04EE05
Infinite lives for all characters
7E04CB3C
Always active super jump
7E04C33F
Unlimited energy
7E04E130
Invincible
7E1DE20A
No music
7E1DE2XX
Replace XX with number of tune

SUPER MARIO ALLSTARS SM3

7E073605
Infinite lives for Mario
7E073705
Infinite lives for Luigi
7E05F009
Unlimited time for both Mario and Luigi
7E1DA263
Coins are always at 99, every coin collected adds 1 to your lives counter
7E0747XX
Replace XX with number to change Mario's image.



bikers can cause problems if you don't destroy them immediately, but they are quite small and difficult to hit. Don't try to dodge them, as you end up with a huge group following you, making it difficult to kill them all.



Level 6: Circus Train

This level is set on top of a moving train. Kill the bomb-carrying clowns before they have a chance to drop their deadly load. If you don't have time to do this stay well away, as the bombs have a long range. Dodge the bombs thrown by the biker skeletons. Watch for the barriers which come along above the train — they can knock you over, taking loads of energy. Time your jumps right and you can dodge the barriers, killing the enemies.



Penguin:

His main form of attack are the umbrellas he fires. He hovers above the ground and fires in two different patterns — either throwing them straight down at you or horizontally off the screen at head height. When they re-enter, they are at foot height, making them difficult to dodge. Time your jumps and keep to a rhythm. Keep firing and before long you're off to the next level!

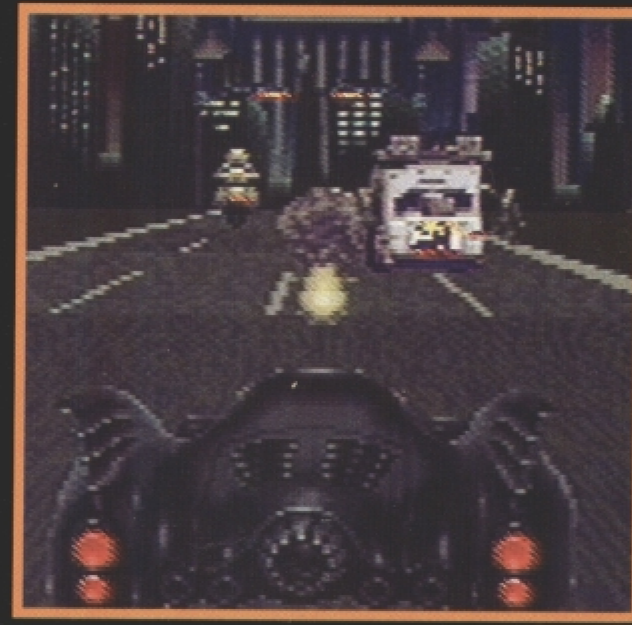






Boss: Campervan

At the end of this level, you find a missile firing campervan. It takes loads of hits to kill, and is very tough. As it doesn't move very fast, it is an



easy target — it's just a case of moving and blasting, hitting it while not taking hits.

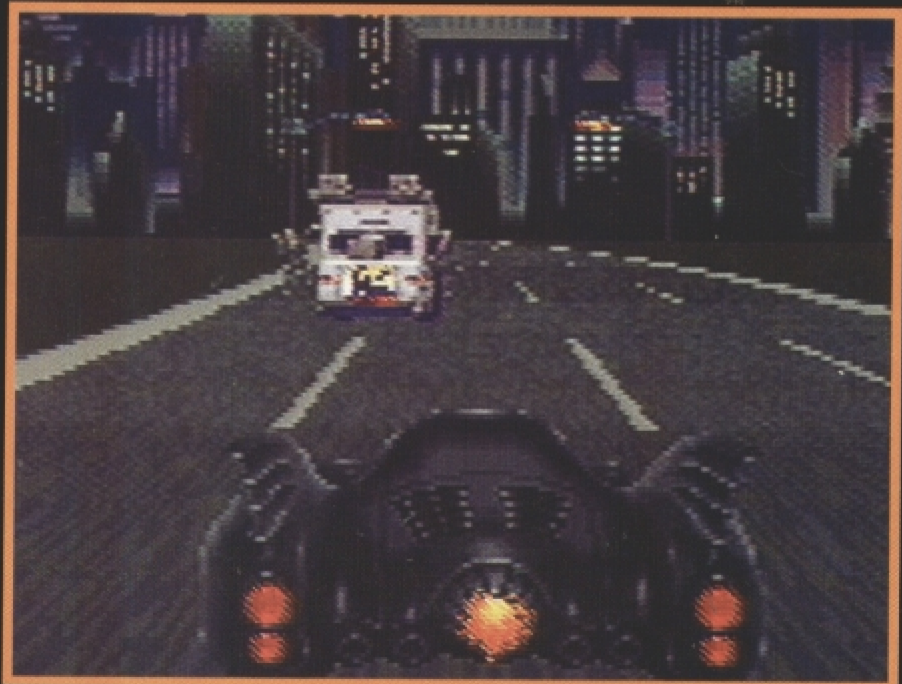




Level Five: To The Batmobile!

This is the only driving scene in *Batman Returns* and is extremely tough. The key to success is anticipating the direction of the road. Hitting buildings and other roadside objects damages the car. The





Boss: Organ Grinder

This boss is surprisingly easy despite the high speed at



SUPER STRIKE GUNNER
7E023A03
Infinite lives

SUPER TURRICAN
7E04FB04
Infinite lives
7E04FFOC
Unlimited energy
7E050330
Unlimited wheel time
7E050A03
Infinite smart lines
7E050909
Unlimited time to finish a level

THUNDER SPIRITS
7E1A9D03
Infinite lives

TUFF-E-NUFF
7EOFA90X
Changes the character for player 2
7EOF500X
Changes the character for player 1
7E00A10X
X selects the stage
7E10450X
Selects the character for player 1 and choose the enemy to fight using player 2
7E0F7BOO
Fast moves for player 2 when used with below code
7EOFA300
Fast moves for player 2 when used with above code
7E0F4AOO
Fast moves for player 1 when used with below code
7EOF2210
Fast moves for player 1 when used with above code

UNIVERSAL SOLDIER
7E036403 Infinite lives



which he dashes around the screen and the machine gun hidden in the box he carries. When he is running around, grab him and use the head smash or throwing attack. When he stands still and begins to shoot at you, get out of the way. When he's finished firing, move in and use the cape sweep attack. This prevents you from being hit and does lots of damage to him. His attack doesn't change, so repeat this pattern to kill him. As you are fighting, other small clowns attack from both sides, keep killing them or you get blocked into a corner.



Level 7: The Penguin's Lair

This level is packed with bad guys. There are more fire clowns here and they appear in groups rather than alone. As before, use the flying attack or jump kick to kill them. The biker skeletons are also back — timing the flying attack is the key to destroying them. Half way through the level the sides of the path are lined with legions of penguins which have missiles strapped to their backs. They all fire their anti-bat projectiles and, as dodging them all is virtually impossible, the best tactic is to drop a bat test-tube as the bombs are about to land, destroying them. When you run out of test-tubes, concentrate on avoiding them — the side of the screen is the safest place. There are also knife-throwing and sword-swallowing nasties, but they offer little resistance.





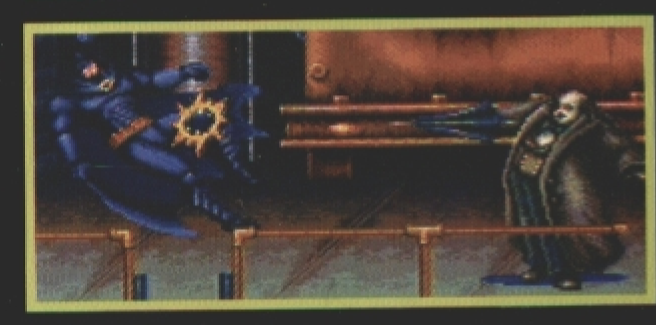


The final section of the game has two bosses to vanquish. The Penguin appears first in a large duck which you must destroy before taking him on in hand-to-hand combat. Here's a guide to both:

Penguin: The Penultimate Showdown

His first attack is in a huge yellow duck on an extending platform. Dodge the platform as it moves up then slams down trying to crush you. The duck also moves left and right trying to run you over. While dodging, keep shooting batarangs at it. If you get hit, you are invincible for a short time so get a few extra hits in. He also launches homing missiles at you, so don't stand still. Now that you've destroyed Edd the Demon Duck, all that remains is to destroy the Penguin himself.

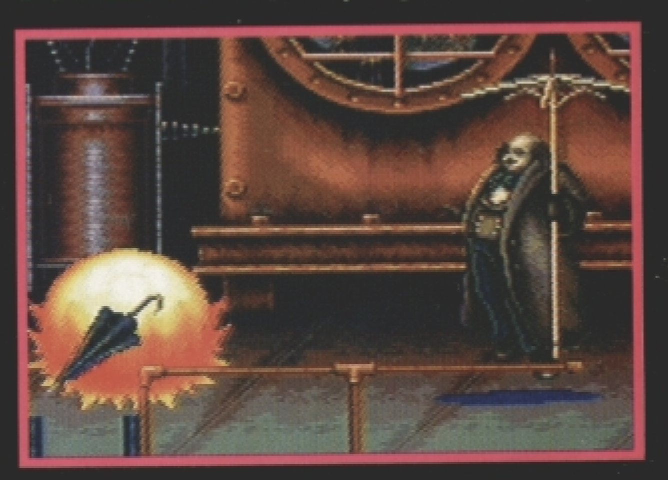




Boss: Penguin — The Final Showdown

This time he has a machine gun umbrella. He fires lots of shots, making it difficult to get close enough to do any damage. Don't let him back you into a corner, as it's very difficult to escape. Use the flying attack for best effect and quickly follow with a combination of punches and a throw. The long-range cape sweep is also useful. Eventually, his pattern changes and he floats above the platform, swoops down and attacks. He is difficult to hit when airborne, so avoid his aerial assault. If you have any smart bombs left, use them now! The Penguin can take loads of hits, so keep going and attack him whenever you get the chance.





Congratulations! You've defeated your foul fish-loving foe. See you next month for a complete solution to another of your SNES favourites.

WING COMMANDER

7E1D610F
Infinite fuel
7E16910X
Infinite weapons. 4=Gunfire, 5=Heat Seeker, 7=Image Recognition, 9= Friend or Foe

FIRE POWER 2000

7E609A63
Infinite lives for the Jeep
7E60D607
Level 7 powerup for bullets for the Jeep
7E60DAO7
Level 7 powerup for Jeep's Flame Thrower
7E60DE07
Level 7 for Plasma for the Jeep
7E60E207
Level 7 powerup for Jeep's Laser
7E60E607
Level 7 powerup for Ionic for the Jeep
7E60DF07
Level 7 powerup for Super Weapon for the Jeep
7E609C63
Infinite lives for the Helicopter
7E60D807
Level 7 powerup for bullets for the Helicopter
7E60DCO7
Level 7 powerup for Helicopter Flame Thrower
7E60E007
Level 7 powerup for Plasma for the Helicopter
7E60E407
Level 7 powerup for Helicopter Laser
7E60E870
Level 7 powerup for Ionic for the Helicopter
7E60E807
Level 7 powerup for Helicopter Super Weapon ■

The Guide

The Guide is… every tip and code you've ever needed, *the* complete games directory, *the* place to buy, sell or swap games. For more information call 0584 875851.

The Code Collection

Even more tips and a new colour-coding system — The Code Collection just gets bigger and better. To help you instantly pin-point the code you're after all Action Replay cheats are highlighted in red.

Actraiser (US version)
7E001D08: Unlimited energy if playing from the start of the game

Actraiser
If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

Addams Family: Pugsley's Scavenger Hunt
Take control of podgy Pugsley in the Addams mansion:
7E009503: Infinite energy

Adventure Island
Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

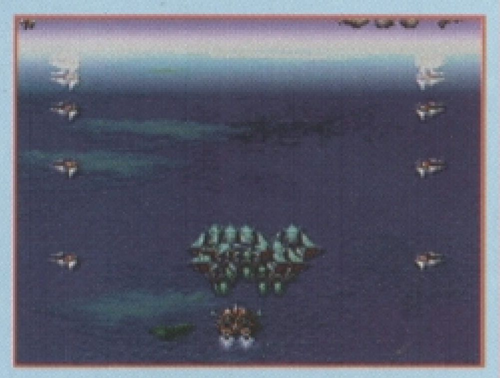
Alien 3
This excellent blaster received a well-deserved 92% in Issue One of SNES FORCE. Here are the codes for each level; thanks to everyone who sent them in.
Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL
Level 7: OVERGAME

Alien vs. Predator
For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

Assault Suit Valken
On the title screen hold down [L], [R] and [UP] and press [START] for infinite continues.

Augusta Golf
Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes: L3FHPOZNGW, NXDSF3JNXF, 05TCT1SQ4B, GREBZUVSME

Axelay
To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.



Bart's Nightmare
7E013D02: Unlimited bubblegum
Guide the pointy-yellow-headed one through his own mind:
7E013D02: Unlimited bubblegum
7E093803: Infinite lives
7E013705: Infinite melon seeds

Batman Returns
If Cat Woman, The Penguin and the Circus Gang have you at their mercy, ease the load by cranking up Batman to nine lives! Just punch in the word famous Konami command on controller 2 at the Option Mode menu: [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], and [A}. You can now jack up the number of lives (REST) to 9!
7E008C03: Infinite lives
7E008A63: Infinite energy

Best of the Best
This password sent in by Mick Buttery of Portsmouth will give 99% in all of the departments of training. At the title screen press Start, and then move up to the options. Press Start again. Now highlight the password option and press Start again. You will see a load of numbers and letters in the top left-hand corner of the screen. Change them to: RHT255W37C.
a. 828DD409: Infinite special moves
b. DEC36D69: Start with one special move
c. D6C36D69: Start with eight special moves
d. BAC36F69: No special moves for player 2
e. D4C30DAD: Player 1 can play with any boxer (no special moves)
f. DCC30FDD: Less strength
g. DCC30FOD: Less resistance
h. DCC30F6D: Less reflexes
i. 74C30FDD: More strength
j. 74C30FOD: More resistance
k. 74C30F6D: More reflexes
l. D68FAD65: Almost infinite energy
Use this beat-'em-up's great moves to the full with:
7E0221FF: Infinite energy

B.O.B (UK version)
Anybody who's familiar with this stunning space-based platform shoot-'em -up will know it's not only one of the most playable, but also one of the toughest, games around . Fret not though, make your dream date with the gorgeous androidette and pacify pops by using the 48 level codes below…
530237, 462893, 905781, 583721, 370439, 633059, 960379, 683349, 110674, 853268, 950745, 923571, 570836, 103495, 481376, 713852, 171058, 743690, 901588, 574471, 671255, 103928, 481773, 144895, 361497, 574132, 711984, 775895, 361687, 704526, 472149, 775092, 652074, 614906, 862341, 605237, 072251, 635184, 272578, 605463, 672451, 575381, 752790, 265648, 302653, 845527, 382975
This code is for the last level: 426081
J.W van Hout, Holland

Bubsy Bobcat
Here is the complete list of level codes for *Bubsy*; thanks to Ankur Joshi of Berkshire.
JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRK, STGRTN, SBBSCH, DBKRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB, STCJDH



Castlevania IV
7E13 F410: Infinite energy
7E13 F050: Infinite time
7E007C03: Infinite lives
7E13F214: Unlimited extra weapons
Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

Cool World
7E021B03: Infinite lives

Contra III: The Alien Wars
7E1F8C01: Bombs player one
7E1FCC02: Bombs player two
7E1F 8A63: Infinite lives (player one)
7E1F CA63: Infinite lives (player two)
7E1F 8CO2: Infinite bombs (player one)
7E1F CCO2: Infinite bombs (player two)

Darius Twin
To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first. See if that helps!

Desert Strike
If you're having trouble making your way through this tough strategy sim try these codes:
Level 2: 3ZLHZTN
Level 3: 93ZHBRH
Level 4: W8PP97Z
Level 5: W4WSP37

Dimension Force
The new magazine from Impact (only kidding):
7E021504: Infinite lives
7E020F0C: Full power. For other options, use B instead of C.

Dinosaurs
Dinosaurs (on platforms):
7E17310X: Gives player one [X] amount of lives each time Action Replay is enabled.
7E16ED05: Maximum energy for dinosaur when Action Replay is enabled. Use both the codes for invulnerability.
7E176305: Gives human player full energy. Use with the above codes for invulnerability.
7E0DF063: Sets time at 63 seconds when Action Replay is enabled.
7E1F8CXX: Gives player XX eggs when Action Replay is enabled.

Double Dragon III
SZVUPAAX: Protection for Billy, Jimmy and Chris
GVEPXGGI:Extra energy for Billy and Jimmy
GVEOXK2G: Extra energy for Kanzoli
ZXEPXGGS: Less energy for Billy and Jimmy
IXEOXKZG: Less energy for Kanzoli
ZUEONGGT: Less energy for Chris
GZXUPUVS: Infinite special weapons for all
GOOPKGIA: More special weapons for Billy, Jimmy and Chris
AXOPKGIE: As above, but start with 40 special weapons
AXOONGGO: Start with 40 special weapons for Kanzoli
OZULGASX: More powerful punch,weapon and high kick

Dragon Ball 2
This cheat for playing the same character in this Japanese Super Famicom game was sent in by *Joseph Lee* of *Middlewich*.
Hold down all the buttons on joypad one ([L], [R], [Y], [B], [X], [A]) after the speech has finished. Now make a circular movement on the joypad; you should hear a ringing noise indicating that you have activated the cheat.

If you keep the buttons held down and repeat the circular movement you can access five more characters. Listen for the speech telling you that the cheat is working.

Dragon's Lair
7E0FF903: Infinite energy

Exhaust Heat II
This screaming hot F1 racer comes packed with a half dozen handy cheats. Grab controller 2, flip on the game and in the short while the Notice screen is showing, quickly hammer in these codes.

Rank Select
If you're not inclined to fight your way up from Class C to F1, try this cheat and pick any rank and machine. [UP], [DOWN], [LEFT], [RIGHT], [X], [B], [Y], [A], [A], [A], [A], [A], [A] and [A]. After selecting your machine, you can even save at the menu Screen so you can start playing with F1 aces in a top class machine from the start.

F1 Course Select
For this trick, you have to have F1 data saved. (No problem!). Just use the above cheat, reset and try this code.) While the Notice Screen is up, hammer in [A] four times and [B] fourteen times.

Shoot for individual course time records! [UP], [X], [RIGHT], [Y], [DOWN], [B], [LEFT], [A] and [A]. You get the choice of any machine so you should be able to put some decent numbers.

Sound Test Mode
Check out the cool sound effects and rockin' tunes with the cheat. [L], [R], [L], [R], [L], [R],[L], [R], [L], [R], [L], [R] and [R].

Extra Shooter Game
Surprise, surprise! If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this racer. The first is a two-player shooter duel that looks like a museum piece. Just key in [Y] four times and [X] twice.

Rotten Wall Game
Here's another diverting classic! Key in [X] four times [Y] twice for a *Pong*-style 2- or 4-player battle with breakable blocks in the way a la Breakout.

Flying Hero
7E005903: Infinite lives
7E005A03: Infinite bombs

F-Zero (UK version)
7E11 5000: Always finish first!
7E00 CA08: Infinite power
7E00 5902: Infinite lives
7E0C F301: Infinite turbo boosters
7E00 CAOB: Infinite power

7E00 5908: Infinite lives

To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy from the air so you can get back into the game.

F1 Exhaust Heat

For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game. Now you can afford those custom parts you've always dreamed of!

If you're having a hard time keeping up with the rest of the field, this cheat really helps: when you're at top speed press [L] and [R] for a superboost up to 400kph.



Faceball 2000

Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten. On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.

7E0BD103: Infinite lives
7E035201: Next tag opens exit regardless of how many tags made so far
7E03CEXX: Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

Fatal Fury

Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

Final Fantasy 2

7E200803: Loads of hit points for player one
7E208803: Loads of hit points for player two

Final Fight (US version)

7EOD 6EO5: Infinite lives
7EOD 1450: Infinite energy

To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

Final Fight Guy

On stage four, walk up and down in front of the white dog for more energy.

George Foreman's KO Boxing

Timer goes slower: 566DO7DD
Timer goes faster: DC6DO7DD
Infinite Super Punch (after pickup): 6D25A704
Both players start with half energy: 4D6CD70D
All damage afflicted affects opponent (you may still take a very small amount of damage)
C22AAD04+572AAD64+622AA464+57AA4A4

Gods

Here are some handy codes to help you through.
Temple: SDI
Labyrinth: MGB
Underworld: BMH
7E01DB0X: Gives X lives
7E0156FF: Over 65000 money
7E0157FF: Infinite energy

Gradius III

To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.

To access the arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!

Hole In One Golf

7E10A102: You get a hole in one every time

Hook

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.

Hyperzone

To access a sound test press [L], [R] and [START] on the title screen; to access the music press [A].

Jaki Crush

Just type in a row of fives (5555…) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'.

7E1C62XX: Replace XX to get any number of lives
7E1C6202: Infinite balls

For 84 extra balls type in the password as 88888885.



James Bond Jr

Try these level codes:
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

Joe and Mac

7E08 1A92: Infinite boomerangs for Joe
7E08 5A92: Infinite boomerangs for Mac
7E08 1AA3: Infinite fire for Joe
7EO8 5AA3: Infinite fire for Mac
7E08 1AC4: Infinite stone wheel for Joe
7E08 5AC4: Infinite stone wheel for Mac
7E08 3501: Infinite keys for Joe
7E08 7501: Infinite keys for Mac
7E08 6202: Infinite lives for Mac

To exit a level you've already completed, [PAUSE] and [SELECT].

Joe and Mac 2

7E004202: Infinite lives

John Madden's Football '92

For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.

Buffalo: BBBF7G7CNR, BBBF78JF1M
Chicago: BBBF8C8JJS, BBBF8H42YP
Cleveland: BBBDDGT4N8, BBBDDN4HBP
Dallas: BBBFDP7ML5, BBBFD75N6I
Denver: BBBM6RFLST, BBBM626M75
Green Bay: BBBKCLKTFT, BBBKC9YMGY
Houston: BBBLCT7WTZ, BBBLC20XW6
Indianapolis: BBBNBNJTUR, BBBNB5LBCJ
Miami: BBBMGSS254, BBBMGW52C3
New Orleans: BBBNKYJOWY, BBBNK591Y5
New York: BBBFV21HMS, BBBFWWBKRT
Pittsburgh: BBBGY3STO4, BBBGY47J5L
Seattle: BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd — so you can see if your dad's been bunking off work to go the match — hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank; you won't have knackered your machine. A closeup of one of the fans appears. To get back to the action let go of the button!

Kablooey

Here are a few level codes for this little puzzler:
Level 17: DBVG
Level 18: DPLL
Level 19: DJSK
Level 20: GBTF
Level 21: JRPN
Level 22: GBMF
Level 23: PBSS
Level 24: WPRG
Level 25: LFBG
Level 26: CVFF
Level 27: LPJC
Level 28: DBTG
Level 29: WGGD
Level 30: TJMG

Kiki Kaikai

Don't get fooled by the cute looks, this one's a pretty demanding shooter! If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B] and [START]. The stage-select screen should come up. Just choose the stage you want to play then start!

King of The Rally

Although this isn't by Konami, the Konami command can be used for round select anyway. While the Round demos are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You'll hear a sound if it world. Select the round by pressing UP or DOWN and start.

If you find you're running out of fuel while racing, pause the game with SELECT, and key in the Konami command. Your fuel tank will be instantly replenished so you can keep the pedal to the metal without every worrying about stalling out. The following selection of useful tips was sent in by **David Straker** of **Derby**.

Krusty's Super Fun House

Here are a couple of handy cheats for all Krusty fiends. Enter the password **JOSHUA**, with a space before and after the password. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you'll be able to see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. It's best to make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.

Level 1: BARTMAN
Level 2: SMITHERS
Level 3: SNOWBALL
Level 4: JEBEDIAH

Krusty's Super Funhouse (UK version)

Here are five level codes for the UK version of this brainteaser:
Level 1: HI KIDS
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOUVIEZ

Lemmings (UK version)

Here are the codes for every infuriating level of the UK PAL version of *Lemmings*.

Fun level

2: FWKQCJK	3: TWXZKRM
4: JPJXFVW	5: KTJGTJK
6: HGNNNPX	7: MLLBCPQ
8: XBVCKLL	9: JWGWBBK
10: JJGKQPH	11: PWKZSXL
12: GGWWFXR	13: JPVSDSC
14: QSPRKMK	15: BXCHLQS
16: VDGQWSX	17: QGNLNFM
18: DNPFNQR	19: FQKKFHL
20: RMHDGBX	21: ZGBVCXV
22: ZXBLWZK	23: HTLDXLB
24: ZDGHTWD	25: CFHXPSM
26: PZBXCXB	27: CWLGDPT
28: WDNLSMJ	29: WBZWWCB
30: WXRRTMV	

Tricky level

1: SVZFJVM	2: BNLDXVC
3: FNGWLWW	4: RWHTQBK
5: GGVSQDZ	6: RTWHNTC
7: PBMBPFD	8: GTGCDKQ
9: KSRXKVK	10: TBHLCRC
11: XVJKXBQ	12: TMRSZMF
13: CVSDHLF	14: WXLBJBP
15: WZNFLWF	16: FVMTNWW



17: VVDRGWD	18: SRXBPPV
19: GRZHRPP	20: XTMWFCP
21: FLMTVPM	22: KSGVVWK
23: ZBPPBXG	24: WHCHBQV
25: LHDPGNV	26: HULXXTH
27: STVNDPK	28: JFTQVSX
29: SKKWSZD	30: SFLQQWR

Taxing level

1: LGJMTCD	2: BWNQXRZ
3: WGHQVRF	4: NRQKFRC
5: QRXZLSC	6: VGPDDWR
7: HPKBCCX	8: DSWLCTG
9: GWGCJHK	10: TNJVCGD
11: XKBFSBD	12: VKKCSFV
13: SJKNWWS	14: DQDGCBX
15: QTVGPTH	16: PFFFLPS
17: BPNRSMC	18: JLGKBCZ
19: PCVKZVR	20: QNWFKVZ
21: NTHZDKK	22: XQZSRDT
23: PTPMJDV	24: LXTZBHP
25: RLQGWSX	26: MHKNCDK
27: KWGCKWD	28: RKVHCBS
29: MGVJBKZ	30: QGSMMDM

Mayhem level

1: KKXSKFK	2: NNBLXNL
3: JCPMTPC	4: TNPPCLS
5: RCPKPMD	6: GXZTLVK
7: LSWHNHR	8: SDRMFLF
9: HSHQXPK	10: CHBMWRT
11: LNRGMXC	12: WPSKBXN
13: LPBDVJJ	14: BGMLGSS
15: CZLMVGD	16: KVXLSQH
17: CQSSXRQ	18: MVRPMQJ
19: PMXDHBP	20: TWQBCXL
21: WVVFXWB	22: BSLMGQZ
23: MGGLXSF	24: DXBZRVX
25: BWQNKVK	26: RTBGJWD
27: HMGDJCQ	28: QZTJHSV
29: CQLRCHF	30: GNNBJWV

Lemmings

Hold down [L], [R], [SELECT] and [START] for a level-select.

After many hours of round-the-clock playing, the gang have put together this comprehensive list of passwords. Those rodents with a death wish will never cause you any problems again.

Fun skill level

1: SRDTPT	2: MJDVLXT
3: ZBHPRLQ	4: GWSXMHK
5: NCDKKWG	6: CKWDRKV
7: HCBSMGV	8: JBKZQGS
9: MMDMKKX	10: SKFKNNB
11: LXNLJCP	12: MTPCTNP
13: PCLSRCP	14: KPMDGXZ
15: TLVKLSW	16: HMHRSDR
17: MFLFHSH	18: QXPKCHB
19: MWRTLNR	20: GMXCWPS
21: KBXNLPB	22: DVJJBGM

23: LGSSCZL	24: MVGDKVX
25: LSQHCQS	26: SXRQMVR
27: PMQJPMX	28: DHBPTWQ
29: BCXLWVV	30: FXWBBSL

Tricky skill level

1: MGQZMGG	2: LXSFDXB
3: ZRVXBWQ	4: NKVKRTB
5: GJWDHMG	6: DJCQQZT
7: JHSVCQL	8: RCHFGNN
9: BJWVRCQ	10: RFPZFBJ
11: JKJBRMQ	12: MZDCDTC
13: ZVMQKXB	14: ZZRHJPL
15: JFLKJPX	16: JQXRNGJ
17: WFVBVJP	18: KWVBVJP
19: TTKLKZT	20: NNFFQPV
21: ZNXBKMP	22: QSLQWTJ
23: BGFVMFR	24: PQZWDKM
25: SBCMSJS	26: BDGQRNX
27: XPPBQWL	28: JQSPRH
29: GCLKJMQ	30: SRWGXZM

Taxing skill level

1: PQFPTBP	2: HPLHRXL
3: CPZRSRV	4: SMSWSPW
5: DXCQKRX	6: MDGMJLV
7: WZWSDMK	8: HZBCFQM
9: SPRPVHR	10: BWCBKXJ
11: WRFVJDL	12: GGBCXXS
13: TTXQXQL	14: DCBBNH
15: WCBLDQX	16: PFVFXCR
17: NKVCKDN	18: QPDDJFB
19: QBGBPSW	20: JLXJWNW
21: JLHFSRF	22: WCLJNNK
23: LVFHHMM	24: MHNNCPC
25: RNMKXLP	26: XZZSDDN
27: BBTSGZC	28: LXFLJPX
29: QKZVKFT	30: WFCSHNT

Mayhem skill level

1: XNMTWVD	2: KDTJQQR
3: VNTGWRB	4: SQDLCRR
5: JHQTCPD	6: RQXNVNP
7: CBWMMLG	8: LCVDQWL
9: KDHWTJL	10: GVNKKJL
11: DXCDGNH	12: GWJTPLW
13: LNZNHWM	14: MZXZKZC
15: RWLTTCQ	16: LGJCRKM
17: SQXKBZN	18: WXTBWCB
19: NPKNRKV	20: PZQWRGP
21: DZTHVNL	22: RMDTBFQ
23: FCSLSPK	24: RNHQXVM
25: LTGGNDXH	26: LHLTDDV
27: HCBBKHV	28: MWLGVQJ
29: GSPQCRQ	30: ZTTGRFH

Sunsoft skill level

1: TPCWFMP	2: WSJCLDX
3: PVNRCMV	4: HZSQQNV
5: KCGHCNC	

Lethal Weapon

7E021E66: Infinite ammo

Magic Sword

7E0431A0: Player energy
7E042304: Captives energy
Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

Mickey Mouse

7E02B104: Unlimited energy
7E037202: Unlimited lives
7E035F05: Unlimited time
7E02C101: Magic costume from the beginning
7E02C201: Fireman from start
7E02C301: Choice of fireman, magic or climbing gear from start
7E02B920: Infinite water energy
7E02B720: Infinite magic energy
7E02B501: Magic costume that uses half power
7E02B601: Fireman costume that uses half power
7E02A909: Gives 90 coins at the start, and every tenth coin afterwards is 100
7E02AB0X: Start from chosen level (0 for 1, 1 for 2 etc). The Action Replay must be disabled at the end of the last level and enabled at the begining of the new one.
7E02AC00: Start from sublevel

Mole Patrol

7E07AFAA: Infinite time (switch Action Replay off between levels)

Mystical Ninja (US version)

7E1AB002: Lives player one
7E1B6002: Lives player two
7E009699: Infinite time

Mystical Ninja

7EOO 9695: Infinite time
7E1A AF90: Infinite money (Kid Ying)
7E1B 5F90: Infinite money (Dr Yang)
7E1A B099: Infinite lives (Kid Ying)
7E1A AA99: Infinite power (Kid Ying)
7E1B 5A99: Infinite power (Dr Yang)
7E1A B299: Infinite energy (Kid Ying)
7E1A BA99: Infinite bombs (Kid Ying)
7E1A B699: Infinite bombs (Dr Yang)
7E1A B602: Infinite Yokohama Yoyo for Kid Ying
7E1B 6602: Infinite party whistle for Dr Yang
7E1B 000A: Infinite sandals x 10 (Kid Ying)
7E1B BOOA: Infinite sandals x 10 (Dr Yang)
For those who are finding it hard going, here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y

To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.
;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +
qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

Out of this World

Level codes are:
1: FXLC 2: KLFB 3: DDRX 4: HRTB 5: BRTD
6: TFBB 7: TXHF 8: CKJL 9: LFCK



Paperboy 2

To make your route harder go to the options screen on the player-selection screen and enter 6479 by pressing [RIGHT] on the joypad.

Parodius

For full power and options, pause the game, and press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [L] and [START]. This can be used only once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [R], [A], [L], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (if you must), just use the suicide command.

For three Super Bombs, pause the game, and press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].

To commit hara-kiri — suicide — enter the now-familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A] and [START]. Kablooey! You're dusted the same way by substituting [L] and [R] respectively for [L] and [R].

And the best cheat of the lot: stage-select and invincibility. At the player-select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for 15 seconds — the stage-select screen pops up. Choose a level and press [START]. For invincibility fully powered-up and fitted with all options, set 'MUTEK' to 01.



Pilotwings

Flight Area 2: 985206
Flight Area 3: 394391
Flight Area 4: 520771
Secret Command 1: 108048
Flight Area 5: 400718
Flight Area 6: 773224
Flight Area 7: 165411
Flight Area 8: 760357
Secret Command 2: 882943

Pit Fighter

7E1124A0: Unlimited energy

Populous

To warp to any stage, choose a conquest game and select the pause icon. Move the cursor to the world map and hold down [L] and press [A]. Next, hold down [R] and press [Y], [B], [X], [A] and [SELECT]. Release [R] and select Armageddon. Enter the setup menu and choose Conquest. Inside the Conquest menu, press [X] and [B] to select any level.

To get full power, press [A] then [B], hold [LEFT] and press [RIGHT], press [A] [B] [X] in that order, and hit [SELECT].

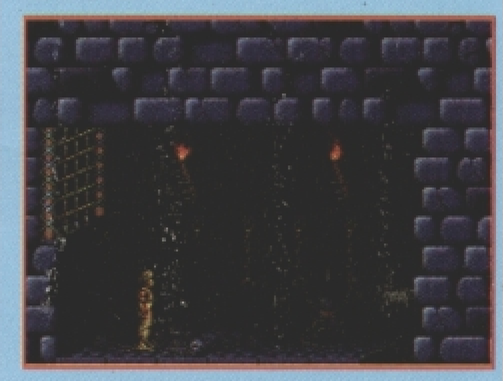
Prince of Persia (Japanese version)

7E05 0805: Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

Prince of Persia

Here's a list of codes for this brilliant Arabian adventure...

1: J5G3KPA	2: ATAKAZL
3: JZC1IJ4	4: Y3NAQN4
5: JETA5B4	6: QFZ5C3W
7: 4NV55AJ	8: A1SV5QZ
9: 4U3VAU6	10: INEZYNG
11: RLOZI1V	12: 3CD4W3C
13: NWJPILY	



Go to the password screen and enter SPECIAL; when it's rejected, cancel it and start again. Now pause and press [B], [Y], [UP], [DOWN], [LEFT], [RIGHT], [L] and [R]. If this is done correctly you'll hear a noise. Now hold [START] and press [SELECT] to get a level select.
Freeze timer: 6D320FA1
Start with two health points: D43004A5
Start with four health points: D03004A5
Start with five health points: D93004A5
Start with six health points: D13004A5
Start with seven health points: D53004A5
Start with eight health points: D63004A5
Start with nine health points: DB3004A5
Start with 15 health points: FD3004A5
Non-fatal injuries do no damage: BAA6ADA5
Non-fatal falls do no damage: 43C96D61
Non-fatal falls do no more damage: D4C16701
Falls do no damage (except onto spikes): 6Dc06701
All enemies have one health point:
C260A701+DF6CDFA0
all enemies have two health points:
C260A701+D46CDFA0
All enemies have three health points:
C260A701+D76CDFA0
All enemies have four health points:
C260A701+D06CDFA0
All enemies have five health points:
C260A701+D96CDFA0
All enemies have ten health points:
C260A701+DC6CDFA0
Enemies drop dead immediately: BA69ADA1
Start on level 2: DFB7D46E
Start on level 3: D4B7D46E
Start on level 4: D7B7D46E
Start on level 5: D0B7D46E
Start on level 6: D9B7D46E
Start on level 7: D1B7D46E
Start on level 8: D5B7D46E
Start on level 9: D6B7D46E
Start on level 10: DBB7D46E
Start on level 11: DCB7D46E
Start on level 12: D8B7D46E
Start on level 13: DAB7D46E
Start on level 14: D2B7D46E
Start on level 15: D3B7D46E
Start on level 16: DEB7D46E
Start on level 17: FDB7D46E
Start on level 19: F4B7D46E
Start on level 20: F7B7D46E

Pugsley's Scavenger Hunt

a. DDEDD76D: Start with one heart
b. DFEDD76D: Start with two hearts
c. DOEDD76D: Start with five hearts (only shows three)
d. C9CC44AD: Infinite hearts
e. DDEDD40D: Start with four lives
f. DBEDD40D: Start with 16 lives
g. 7DEDD40D: Start with 64 lives
h. DDB61FA7: Infinite lives
i. D9C9476D: Each dollar worth five
j. 49C9476D: Each dollar worth 25
k. DDBOC767: 100 dollars brings no reward
l. D4BOC767: 100 dollars gives two extra lives
m. 3BA537D4 & D9A53704: Jump higher
n. 3BA537D4 & D5A53704: Jump a lot higher
o. 3BA537D4 & DBA53704: Jump even higher

Rampart

If you want to test your mettle on the Viking stage enter **H PPYJ Y**. If you're lucky enough to own an Action Replay cartridge enter **7E0A5A03**.

Ranma 1/2

In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the stage-select menu, press [R], [X] and [A] together. The debug menu comes up and you can freely choose competing characters.

To play yourself, hold down [L] and [R] and press [UP] on control pad one, then press [START]. To enter configuration mode, hold down [L] and [R] on both joypads and select two-player at the main menu. You can choose all the players including Happy (the bonus-stage dude!) and alter the players' stats. Press [SELECT] to change the scenery.

To select any of the eight players, go to one-player mode, hold [L] and [R] and select with [LEFT] and [RIGHT].

Rival Turf

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character configuration screen that allows you to change the names.

Road Runner's Death Valley Rally

Invincibility: 7EIF IEO6
Unlimited turbo boosts: 7EIF ID2O
Infinite lives: 7EIF 2OO2



Robocop

If you want unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. This gives you another continue. Repeat the process infinitely!

Robocop 3

To top up your power supply in the middle of a level, press [START], then press [SELECT] three times. This should give you a full power supply.

7E02AC01: Start from sublevel
7E02AC02: Start from sublevel
7E02AC03: Start from sublevel
7E02AC04: Start from hidden treasure boxes
7E02AC05: Start from hidded general stores
7E02AC06: Start from where the magic cape is
7E047738: Unlimited energy

If you start off with the costumes, change to normal Mickey in order to pick up the cape on level 2.

Rocketeer

Try the following passwords:
490-629-312, 435-765-818, 775-454-215, 318-469-417, 040-473-312

Sim City

Spend all your money, set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down [L] and exit the screen. Quickly reenter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!



Skulljagger

7E17C305: Infinite lives
7E0AE50X: Gives X red crystals
7E17C20X: Gives X green crystals

Sky Mission

Try these passwords and take to the sky.
Marcel LeBlanc
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PlL!c (Military Medal)
G!YDZhIPC!!n!4G
hBWOJHj3BH!Q (Croix de Guerre)
Last few codes
BwMlBk
mKCBw!G (Last Red Baron level)

Smart Ball

When the title screen appears with the words 'Push start button', press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [SELECT] and [START]. This takes you to stage 4-A.

Smash TV

To warp to any level go to the player-select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and the level select menu appears. Choose the level where you want to start.

If you fancy the ultimate challenge, play at turbo speed! Go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R].
To warp to any level go to the player-select/options screen and enter [R], [R], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and a level-select menu appears. Choose the level where you want to start

To play at turbo speed, go to the options screen and enter [L], [R], [L], [UP], [R], [R].

Soul Blazer

Type in 7E1B 8810 for 16 life points once you reach 1,000 experience points.

Space Megaforce

7E015202: Unlimited bombs
7E015702: Infinite lives

Spanky's Quest

Here are the passwords to the first six levels of this great platform/puzzle game.

Spiderman and the X Men

7E10F880: Unlimited energy
7E010003: Infinite lives
7E063600: Gives Spiderman much higher jumps

StarFox

Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up. Play the game and get a score of over 15,000 points. After losing your last craft, at the continue menu press either [DOWN], [Y] or [B] on controller two to change the displayed character. Controller one can be used to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

Street Fighter II (Japanese version).

Effects may vary using UK or USA versions.
Magic throws player one: 7EOE6000
Magic throws player two: 7EOC6000
Mess player one: 7EOC580
Mess two player: 7EOE1580
Good dragon punch player one: 7EOC2E00
Small jumps dragon punch player two: 7EOE2EOO
Player one gets hit without being touched: 7EOCO3OE
Player two gets hit without being touched: 7EOE03OE
Gravity pulls left (jump only) player one: 7EOC3OF6
Gravity pulls left (jump only) player two: 7EOE30F6
Player one is invincible: 7EOC2BBO
Player two is invincible: 7EOE2BBO
Player one loses all his energy then becomes invincible: 7EOC2BOO
Player two loses all his energy then becomes invincible: 7EOE2BOO
Two special moves at once for player one: 7EOD8000
Disappearing dragon punch for player one only: 7EOD8001
Strange throws player one: 7EOL1230
Strange throws player two: 7EOE4230
Player one gets a perfect: 7EOE2BB8
Player two gets a perfect: 7EOC2BB8
Arcade perfect! Guile's handcuff, minus the big combination. Just use medium throw.: 7EOL0581
Zangief's death-dealing combo player one. Have switch enabled before starting and pick Zangief!: 7EOCO3OC
Zangief's death-dealing combo player two: 7EOE030C
Stunning flame death player one: 7EOCO3OE
Stunning flame death player two: 7EOEO3OE
Player one gets nine million points for dragon punch: 7EOC23BO
Player two gets nine million points for dragon punch: 7EOE23BO
Dragon punch kills with one hit player one: 7EOL23AO
Dragon punch kills with one hit player two: 7EOE23AO
Faster moves player one: 7EOC5600
Faster moves player two: 7EOE56OO
Player one is covered in blood: 7EO48300
Bounce! Good dragon punch. Jump! — player one: 7EOL3201
Bounce! Good dragon punch huge jump — player two: 7EOE3201
Good dragon punch, normal jump — player one (Ken/Ryu): 7EOL3204
Good dragon punch, normal jump — player two Ken/Ryu, Blanka, Zangiel have slightly higher jumps: 7EOE3204
Dragon punch goes straight up and gravity pulls left on jumps — player one: 7EOL2DB8
Dragon punch goes straight up and gravity pulls left on jumps — player two: 7EOE2DB8
Replace * with number or letter to fight desired character — player two: 7EOED10*
Replace * with number or letter to fight desired character. — player one: 7EOCD10*
Character glides away slowly and gracefully — player one: 7EOC2FOO
Character glides away slowly and gracefully — player two: 7EOE2FOO
Small jumps, normal dragon punches. — player one: 7EOL32B8
Small jumps, normal dragon punches — player two: 7EOE32B8
Flashy shadow. — player one: 7EOC4000
Flashy shadow — player two: 7EOE4000
Mess 2 — player one: 7EOC1EOO
Mess 2 — player two: 7EOE1EOO
Fast magics i.e Sonic booms, yoga fires — player one: 7EOCB901
Fast magics i.e Sonic booms, yoga fires — player two: 7EOEB901
Character fights back on his own! 1 player : 7EOCO3OA
Character fights back on his own! 2 player: 7EOE030A
Sprite lock — player one: 7EOC030B
Sprite lock — player two: 7EOE030B
Not there. — player one: 7EOCFB63
Not there. — player two: 7EOEFB63
Invisible. — player one: 7EOCOOOO
Invisible. — player two: 7EOEOOOO
Player one only faces left: 7EOC1400
Player two only faces left: 7EOE1400
Player one only faces right: 7EOC1450
Player two only faces right: 7EOE1450
Character is upside-down, amusing dragon punches — player one: 7EOC1480
Pick Red Ken and look at his suit! one player: 7EOC1485
Pick (upside-down) Red Ken and look at his suit! — player two: 7EOE1485
Player two same as above and pick Ken/Ryu and stand in front of Guile's box or bison's statue : 7EOC16D1
Sprite lock — player one: 7EOC1711
Sprite lock — player two: 7EOE1711
Gibberish — player one: 7EOC1950
Gibberish — player two: 7EOE1950
Weird one — player one: 7EOC18FF
Weird one — player two: 7EOE18FF
SFII logo moved to left-hand side: 7EOOB313
When tripped up or die you get burnt — player one.: 7EOCF207
When tripped up or die you get burnt — player two.: 7EOEF207
Background disaster. Try hondas level: 7EOO0621
Slides when being hit — player one: 7EOC8655
Slides when being hit — player two: 7EOE8655
No energy bar! Player one has new colours *: 7EOCOD5D
No energy bar! Player two has new colours *: 7EOEOD5D
Players travel at slow speed and player one can't be hit.: 7EOLOOF6
Same as above for player two: 7EOEOOF6
Mini-sprite mess. — player one: 7EO5OA74
Sprite mess! both players: 7EO5O5AO
background mess: 7EO5032O
Newish foreballs. Ken has a new face when he blocks (standing): 7EO526D3
* Occasionally the energy bar is two orange strips.

Sound FX
Punch/kick sound FX of pause, try a hurricane kick to see a spectacular cockup — player one: 7EOCB9F2
Same as above for player two: 7EOEB9F2
Punch/kick = sound FX of plane. Kick crashes the game. — player one: 7EOCB9F4
Same as above for player two: 7EOEB9F4
Punch/kick = sound FX of being burnt. More hurricane cockup!: 7EOCB9F6
Same as above for player two: 7EOEB9F6
Punch/kick = sound of being burnt and painfully slow backward fireballs. — player one: 7EOCB9F7
Punch/kick = same as above, but fight the computer using this code and look at jump kicks especially Ryu's. — player two side: 7EOEB9F7
Punch/kick = sound of FX of 'ROUND' — player one: 7EOCB9F8
Same as above for player two: 7EOEB9F8
Hilarious hurricane kick and speech of 'ROUND'. — player one: 7EOCB9F9
Same as above. — player two: 7EOEB9F9
Sound FX of 'FIGHT' for punch/kicks, high-speed fireballs, same hurricane as B9F9: 7EOCB9FA
Same as above for player two: 7EOEB9FA
Punch/kick = SFX of barrels — player one: 7EOCBPFD
Same for player two: 7EOEB9FD
No sound FX for either player: 7EOCB9FE
NO MUSIC: 7EOB O6F3

Colours
Turn Ryu's sky green (looks good): 7EO3 OOCO
Outline of energy bar is pink: 7EO3 OFDO
Energy bar's yellow part is pink: 7EO3 ODDO
Energy bar's red part is brown: 7EO3 OA75
Energy bar's red bit is green: 7EO3 OA83
Energy bar's yellow bit is bright green: 7EO3 OCDO
Green biker has stripey shorts, plus Blank's face is covered in blood on character-select screen: 7EO4 6A9D
Pink strip in title screen and hondas floor is very strange: 7EO3 4FDO
Pinkish capcom sign plus VS' sign: 7EO3 6FDO
New letters (looks good): 7EO3 O5F3
Same as above with black outlines: 7EO3 O5OO
Pink floor Ryu: 7EO3 EFDO
Look at Ryu's sky: 7EO3 O1D1
Daytime (Ryu's level): 7EO3 O1FF
Please note all the codes were found on the Japanese version of *Street Fighter II*, and might do slightly different things on the UK or American versions.

Street Fighter II

If you can't wait for *Street Fighter II Turbo*, try these SNES Action Replay codes.
7EOC 3680: Dhalsim's teleport (use Left and Right)
7EOD 9B6A: Ryu/Ken's air hurrcane (use Down)
Paul Smith, Stourbridge, West Midlands
7E0C6001: Speed Fighter! Speeds



the game up to double speed.
7E0CB200: Allows all special moves for player one to be done in midair
7E0EB200: Allows all special moves for player two to be done in midair
7E0CD002: Player one needs only one win to go through to the next round
7E0ED002: Player two needs only one win to go through to the next round
7E0ED10X: Player one can play any enemy all the way through the game. Using the numbers 0-9 and AB for X selects the appropriate bad guy.
7E0CD10X: Same as above for player two
To get Championship Edition, press [DOWN] and [R], then [UP] and [L], then [Y], [B], [X], [A] when the title screen showing Capcom appears (before the *Street Fighter* logo!). Practice — you've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.
7E0C 2BBO: Infinite energy
7E1A C899: Infinite time
7EOC EBBO: Infinite energy player one
7EOE 2BBO: Infinite energy player two
7EOC ODOO: Same player in same colour (normal colour, player one)
7EOE ODOO: Same player in same colour (normal colour, player two)
7EOC OD20: Same player in same colour (championship edition colour, player one)
7EOE OD20: Same player in same colour (championship edition colour, player two)
7EOC 35BO: Silly mode (player one)
7EOE 35BO: Silly mode (player two). To get player down, turn switch down.
7EOB F220: Both be the same player

Street Fighter II Turbo

To boost the maximum turbo setting from four to a massive ten, simply input the Capcom cheat, which is Down, [R], Up, [L], [Y], [B], [X], [A] when the Capcom logo appears, and keep repeating it until the word 'turbo' flashes across the screen. If you have done this correctly you will be able to put the turbo settings right up to ten, which is totally unplayable but fun to watch.



You can also disable all the special moves in the game for the human player, making it much tougher to complete. To do this input the good old Down, [R], Up, [L], [Y], [B], [X], [A] cheat when the Capcom logo appears — as in the original game — and you should hear a ping.

Thanks to Jay and Dick from London who called us and gave these excellent codes — when the game had only been out a matter of days!

Strike Gunner (STG)

7E023A03: Infinite lives player one
7E024403: Infinite lives player two
7E023F03: Weapon energy player one
7E024903: Weapon energy player two

Super Adventure Island

7E030D05: Infinite lives
7E0D6C20: Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus.
7E030D02: Infinite lives

Super Aleste

7E015203: Bombs
7E015702: Infinite lives.
7E015203: Unlimited smart weapons.

Super Battle Tank

Fire your gun at any target, and as soon as the target flashes press [START] and [PAUSE]. The target continues to flash. Pretty soon you're able to destroy anything with just one shot from your gun.
7E049E42: Unlimited 120mm cannon
7E04A001: Unlimited laser-guided missiles
7E006700: Clear player's tank damage when Action Replay is turned on
7E05C4FF: Unlimited fuel
7E04A296: Unlimited machine gun
7E00250X: Start from level X+2 — for example, if you enter X as 4 you start from level 6

Super Double Dragon

Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press the [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!
7E00DC02: Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!

Super EDF

To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [L] and [R].

Super Fire Pro Wrestling 2

Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any other part of the game. Their codes are:
PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7
Championship belt challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ
Enter 4SSSU GFSIS PZ5NF YOHSX
CDRXK LX34M MIEB7 V50MR
WM
To go straight into the points tournament final in tag-team mode.
Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU
You'll be straight into the tag-team championship belt match.
Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.
AY3Y3 EVXED 6Q gets you straight into the championship belt match in one-player mode.
D2HZS 7S3JL 4R takes you to the points tournament final in tag-team mode and with D2PNW 3WPVT EJ you'll be straight into the tag-team championship belt match.

Super Ghouls 'n' Ghosts

7EO2 A402: Infinite lives
7E02 A905: Infinite time
To access the level-select, go to the options screen on your second joypad. Point the arrow to EXIT, then press [L] and [START]. Now press [START] on joypad one.
7E044A01 Protection against enemy and bullets.
7E027602 Immune to enemy attacks.
7E1FA503 Many items.
7E14BA04 Golden armour.
7E0A5B02 Fast Monsters sometimes.

Super Mario Kart

Here's a speedy tip to help you make a quick getaway at the start of a race. When the guy in the cloud (Lakitu) floats down with the starting lights, wait for the first light to flash and then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.
By now, most are probably aware of a 'ghost'



appearing in time-attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your drive from the preceding time trial is played back by a 'ghost' image.

You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by keeping [L] and [R] pressed, and pressing [A]. The 'ghost' is available for that course for all future time trials. The sad part is that only one 'ghost' can be saved for just one course.

Super Mario World

To re-enter a castle press [L] and [R] simultaneously.

Super Mario World (UK version)

7EOD B405: Infinite Marios
7EOD BE05: Infinite Luigis
7EOD C101: Infinite Yoshis for Mario and Luigi, get coloured Yoshi
7EOD C201: Infinite mushrooms (players one and two) Then turn switch up.
7EOD C202: Infinite fire flowers (players one and two)
7EOD 203: Infinite stars (players one and two)
7EOD C204: Infinite cape feathers (players one and two)

Super Off Road

To make sure you never fail to qualify, select the two-player option but only use joypad one. Player two alway comes last (what a surprise!), enabling you to make it through to the next stage.
7E061B06 Infinite nitro.
7E062706 Full speed ups.
7E062306 Full tyres.
7E062B06 Full shock absorbers.
7E061F06 Full acceleration.
7E056313 enabling switch increases money.

Super Pang

For a level-select, go to the the game-select screen and press [L], [R], [R], [L], [UP] and [DOWN].

Super Probotector

In two-player mode, if one player is dead and has no lives left, he can trade in his smart bombs for extra lives by pressing [A].

If you own a rapid-fire pad, grab any two weapons (except the flamethrower). Now hold buttons [B] and [X] to fire with both guns simultaneously.

On the title screen press [DOWN], [R], [D], [D], [R], [R], [START] for 50 extra lives. To gain access to the hidden level-select on the title screen press [L], [DOWN], [DOWN]-[L], [L], [START].

Super R-Type

To get a weapon-select, go to the title screen and press [DOWN], [R], [R], [DOWN], [R], [R], [DOWN], [R], [DOWN], [DOWN], [START]. As soon as the action starts, pause and press [R], [R], [DOWN], [Y], [DOWN], [R], [DOWN], [R], [DOWN], [R], [R].
Hey presto! Choose your laser by pressing either:
A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun

Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

At the title screen, hold down the [R] button and press [UP] nine times: you'll hear a tone. Start the game, then hold down [PAUSE]. Hold [R] then press [SELECT]. Use [UP] and [DOWN] on the joypad to choose your level.
7E16E102 Infinite lives.
7E16E381 Infinite time.

Super Smash TV (US version)

7E053105: Infinite lives player one
7E053205: Infinite lives player two
7E189906: Weapon energy player one
7E189A06: Weapon energy player two

Super Smash TV

Go to the options screen and select Easy, leave Easy highlighted and wait for a minute. Then press the [L] and [R] rapidly. You hear the word 'bingo' and get into the secret sound-test screen.

To get seven extra lives and seven extra continues, bring up the one-or-two-player-selection screen. Press [DOWN], [L], [R] and [UP]. You'll enter a special options screen.
To avoid fighting any enemies enter the crcui-select code — press [R], [R], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'let's go.' As if by magic, all the exits open. Repeat this to complete the game.
7E053105: Infinite lives.
7E189906: don't lose weapon till you pick up another.
7E18A901: Player 1 is invincible.
7E18AA01: Player 2 is invincible.
7E1B3C03: Unlimited credits.

Super Soccer

Choose a two-player exhibition game and let player one choose his team first. Player two selects any team, holding down [B] and [START], and automatically becomes the Nintendo team!
7E10F803: No opposition goalkeeper for first half

For a sound test go to the title screen and press [R] and [Y] together, then enter the password UURUDUUDLUL.



Super Star Wars

At some points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance, the sound test screen can't be accessed when Luke's piloting the Landspeeder.
Here are a couple of cheats that may help you get through some of the tight spots. At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light sabre right away. Also at the title screen, press [Y], [Y], [X], [X], [A], [B], [X]and [A]. Unfortunately, you can't use both cheats at the same time.

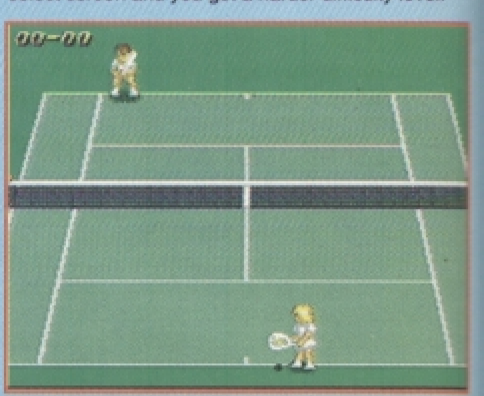
Super Swiv

This is an excelent little trick sent in by John Thomas of Oxford. Press Select on the title screen to get the option of a two-player game, then on this option screen press Start and [A] at the same time. You can now start a one-player game in control of both vehicles! It may take a little time to get used to but it proves very useful, doubling your firepower.

Super Tennis (Japanese)

For an exhibition match against Tomkin, enter: K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player-select screen and you get a harder difficulty level.



Super Tennis (UK version)

On the player-select screen, press [L] five times, [X], [R] seven times, and then [X] on controller two. This gives your player the best abilities available.

John's the best player on the circuit, and here's a complete list of codes for every stage:

Melbourne: Hard: C6VLMVT, M8YD3HR, FWLWJSD, 3HP?CQ2, 4075C6P, DJSTK8X, D3H8FQL, VCX
Nairobi: Lawn: HZ7N698, G7RHJWZ, CYD3LS, GVMYKPD, 2GPYBQ1, 4065C6P, DJSDKPY, MBC
Paris: Clay: V117G?L, 6JVLVP2, KSD3HRZ, CT37296, C6QDJST, K8XD3HR, TLLJRF, ZKS
Beijing: Hard: ?24KKOV, 7KVRVS3, NTD3HRZ, CT47396, C6QDJXT, K8XD3GR, FTLVJTG, ZGS
London: Lawn: 32W?1Z, TF6WR3L, V76178F, 8SHMWYL, 8ZG4HWF, TLWJPC2, GNY9RJ8, 6B4
Tokyo: Hard: 56D1NZW, HNXVYT3, PXL3HR?, DT573B6, G8RFJXT, K8XD3HR, FTLVMSJ, ZNS
New York: Hard: M?Q51MB, Q2N8H9V, S6FR284, 8CJBTNL, VXPFXJ3, HRFTLWJ, PC2FWQJ, 3JO
Don J: Clay: BQ14065, C6PDJST, K8XD3HR, FTLWJPC, 2GNYBQ1, 4065C6P, DJS80R3, MBC
If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat: on the player-select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two.
Every day can be a strawberries-and-cream day with these two smashing codes. The first is for round eight. The second gets you into the legendary exhibition match.
1: 9DVHPDR YL?VITX
NGLQOHW 3C5H6GD
TGLZTL8 XD3HRFT
LWJNLMN OJ4
2: K8XD3HR FTLWJPC
2GNYBQI 4065C6P
DJSTK8X D3HRFTL
WJPVKMW IJJ
For all you budding Beckers out there, here's a groovy code to get you to the last championship, with the largest possible amount of championship points:
K8XD3HR FTLWJPC ZGNYBQ1 4065C6P
DJSTK8X D3HRFTL WJPUKMW IGG

Use the following codes to give Super Speed to the player of your choice: D760AFAF+D761AFAF
Matt: DD290DA5
Amy: DD29ADA5
Brian: DD21ODA5
Kim: DD21ADA5
Phil: DD250DA5
Lisa: DD25ADA5
John: DD260DA5
Erin: DD26ADA5
Myer: DD2BODA5
Donna: DD2BADA5
Rich: DD2CODA5
Deb: DD2CADA5
Hiro: DD28ODA5
Colette: DD28ADA5
Steve/Nancy: DD2AODA5/DD2AADA5
Rob/Yukka: DD2AADA5/DD22ADA5
Mark/Barbie: DD23ODA5/DD23ADA5

Super Valis

7E0FB528: Energy
7E0FAE10: Unlimited special attacks

Test Drive 2

When the game starts and you begin to race press the [L] and [R] buttons on the second controller. You will now be able to fine-tune just about everything on your car.

When you are driving along, pressing the [A] button on the second pad will cause your car to jump. Thanks to Ian Long of Manchester for that little tip.



The Addams Family

Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.

To access a special hidden room, Behind the Stairs, go left in the Hall of Stairs until you're under the door above you. Now push up and a door will open. Another useful source of coins and lives is the chimneys. Climb the noose at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.

If you're still having problems you could try one of these handy passwords:

Code	Effect
&1Z1D	three hearts, eight lives &Z#KC
	three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley,Granny and Fester
BLS1T	last level + five hearts
1111	100 lives

Here's a bonanza of tips.

At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick up all the goodies. To start the game with an extra hit, go out of the first door on the left . Climb the tree and defeat the giant Budgie. He'll give you the password **&191?**.

If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Snowman. Kill him and you'll get the password **?191D**. You can now start with the maximum two extra hits.

7E00AC05: Infinite lives
7E00C302: Invincible

The Combat Tribes

Enter the code 9207 in two-player mode to match any of the game's characters against each other.

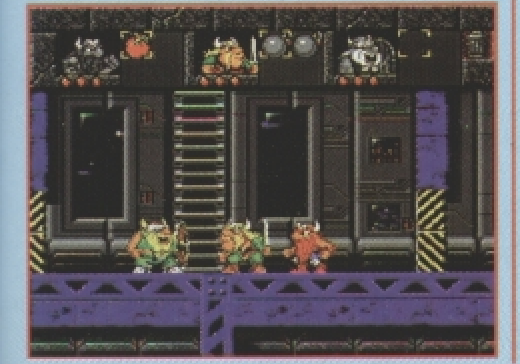
The Legend of Zelda

7EF36D50: Invincible ten hearts
7EF36E80: Unlimited magic energy
7EF37746: Unlimited 70 arrows
7EF34332: Unlimited 50 bombs

The Lost Vikings

The Lost Vikings is an excellent puzzle game and fairly tough to complete. If you are having trouble getting the famous three home, use these passwords for every level of the game sent in by Gerald Slee of Swansea:

Star Base
1: STRT, 2: GR8T, 3: TLPT, 4: GRND
Prehistoria
1: LLM0, 2: FL0T, 3: TRSS, 4: PRHS, 5: CVRN, 6: BBLS, 7: VLCN
Egypt
1: QCKS, 2: PHR0, 3: C1R0, 4: SPKS , 5: JMNN, 6: TTRS
The Great Factory
1: JLLY, 2: PLNG, 3: BTRY, 4: JNKR, 5: CBLT, 6: H0PP, 7: SMRT, 8: V8TR
Wacky World
1: NFL8, 2: WKYY, 3: CMB0, 4: 8BLL, 5: TRDR, 6: FNDR, 7: FNTM, 8: WRLR
Space Ship
1: TRPD, 2: TFFF, 3: RFGT, 4: 4RN4, 5: MSTR



The Rocketeer

Try the following passwords:

490	629	313
435	765	818
435	454	215
318	469	417
040	473	312

The Terminator

7E031F08: Infinite energy.
7E031C05: Infinite lives.

Thunder Spirits

Experts at this super-tough shoot-'em-up will be pleased to hear it's possible to access a souped-up options screen. Make sure both joypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Clock the game and you'll see the new set of options.

Tiny Toons

Easy level
1. Looniversity: BABS-GOGO-MAX
2. Wild West: PLUC-BOOK-ELMY
3. Ghost House: MAX-CALA-SHIR
4. American Football: ELMY-ROAD-SWEE
5. Space: SWEE-PLUC-BOOK

Hard level
1. Looniversity: PLUC-BABS-BOOK
2. Wild West: ROAD-MAX-ELMY
3. Ghost House: GOG-SHIR-SWEE
4. American Football: BOOK-PLUC-BABS
5. Sky: GOGO-CALA-ROAD
6. Space: MAX-BABS-SWEE

Menu for each of the bonus games:
ELMY-SHIR-CALA
7E009E03: Unlimited life (energy)
7E00B6A0: Super dash. Dash is always available.
7E008E04: Unlimited lives proper
7E00680X: Level-select — no more messing about



with the passwords! Just deduct one from the level that you want.
7E00OAXX: Varies the speed of the ball in Furball's squash
7E1A06XX: Alters time in squash — keep switch active for infinite time.
7E1A2C00: Infinite time for Hampton Pig (variable)
7E1A023A: Infinite time for Babs (variable)
7E00BOOO: Moonwalkin' Buster! He slides around. Change last two digits to make him go invisible when moving. If he gets hit, disactivate and then reactivate the switch.
7E006EXX: Choose number of continues
7E009COA: Gives maximum of ten bits of heart

TMNT IV: Turtles in Time

7E1A A099: Infinite lives (player one)
7E1A E099: Infinite lives (player two)
7E04 4A50: Infinite energy (player one)
7E04 8A50: Infinite energy (player two)
7E00 9661: Infinite time (on verses mode)

Top Gear

Here's a complete list of passwords. Remember that if you enter the UK password you can select any of the countries in that category.

Country	Amateur	Professional	Championship
S. America	Moonbath	Four Meg	Educated
Japan	Gearbox	Legend	Oil Cloth
Germany	car park	Theworld	Wreckage
Scandinavia	Road hog	Letsrace	Caracole
France	Emulator	Alchemy	Epyllion
Italy	Analyser	A looper	Glucagon
UK	Horizons	Seasonal	Keelson

Alternatively, enter VALHALLA to open up all the tracks. This gives access to any circuit you choose.

Once again the trusty Konami cheat shows its worth. For those of you who don't know it, it's [UP], [UP], [DOWN], [DOWN], [L], [R], [B], [A].

TMNT IV: Turtles in Time (US version)

7E1A A004: Infinite lives player one
7EO4 4A50: Infinite energy player one
7E1A E004: Infinite lives player two
7E04 BA60: Infinite energy player two
7E1A A002: Unlimited lives
7E04 4A50: Unlimited energy

Top Racer (Japanese version)

7E1E 6C03: Infinite nitros player one
7E1E 6E03: Infinite nitros player two

Toys

7E168E05: Infinite energy
7E168C05: Infinite lives

Ultraman

On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!
7E039360: Unlimited energy.
7E021880: Unlimited time.

UN Squadron

If you're a sucker for punishment and you find all the other settings far too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer.'
7E10088: Unlimited energy
7E00D901: Gives player 1 loads of money.
7E00DD31: Unlimited conventional bombs (when selected).
7E00DD02: Unlimited Mega Crush weapons.
7E00DD14: Unlimited thunder lazer. All other weapons can be found using code 1.
7E100808: Unlimited fuel.
If you're looking for a new challenge, enter the options mode and highlight game level. Hold [A] and [X] on joypad and flick though the difficulty setting with joypad one. A super-tough Gamer level appears. Have a go if you dare!

Wanderers from Ys

This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on joypad two. Return to joypad one, begin the game and press [SELECT]. On the character display screen choose Status.

Pick up joypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].

For a sound test, press [SELECT] on joypad one during the action. On the character display screen, press [SELECT] on joypad two. Now sample all your favourite ditties!

Wayne's World

This is a pretty pathetic film licence, but if you are having trouble getting to the later levels, this little cheat will allow you to bring up the level-select.

On the spinning *Wayne's World* logo hold [X], [Y], [B], [L], and [R], and press Down and then Up. Thanks to Ankur Joshi (again) for this cheat.

Wing Commander

7E169107: Infinite missiles

WWF Wrestlemania (US version)

7E06 EC30: Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or the survivor mode, the first wrestler you choose will be the one with infinite energy.

Xardian

7E0D2E04: Gives characters level 12

Y's II

7E12EE16: Infinite ring points
7E1294E6: Infinite hit points

Zelda III

7EF36E80: Unlimited magic energy
7EF37746: 70 arrows
7EF34332: 50 bombs
7EF36D50: 10 hearts
7EF36D50: 10 Hearts.
7EF37447: All Pendants.
7EF36DA0: Infinite energy with 20 hearts. Shoot with Master Sword.
7EF34001: bow.
7EF34101: boomerang.
7EF34201: hookshot.
7EF343XX: Bombs, replace XX with amount.
7EF34401: Magic dust.
7EF34501: Fire rod.
7EF34601: Ice rod.
7EF34701: Bombos medallion.
7EF34801: Ether medallion.
7EF34901: Quake medallion.
7EF34A01: Magic lamp.
7EF34B01: Magic hammer.
7EF34C0X: Flute or shovel (1,2).
7EF34E01: Book of Mundora.
7EF34F01: Bottle.
7EF35001: Cane of Somaria.
7EF35101: Cane of Byrna.
7EF35201: Magic cape.
7EF35301: Magic mirror.
7EF3540X: Glove level (1-3).
7EF35501: Pegasus boots.
7EF35601: Flippers.
7EF35701: Moon pearl.
7EF3590X: Sword level (1-3).
7EF35A0X: 6Shield level (1-3).
7EOB 9905: Arrows in the shooting gallery
7E04 B409: Time in the treasure field
7EF3 5402: Maximum lift power (golden glove)
7EF3 5904: Best sword
7EF3 XX01: Keep adding one to 'XX' for the next item in the inventory box
Steven Lee, Ripley, Surrey

Join us next month when we continue our relentless pursuit to bring you every Super Nintendo code. Please send tips to TCC, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

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● Game Boy, 7 games, sell for £80, or swap for 2 SNES games. Also Spec 128k+2 over 200 games £25 or swap for SNES game. Write to Mark, 44 Curls Rd, Maidenhead, Berks, SL6 2TH.

● SNES Street Fighter II (UK) for sale (no box) £35. Phone after 5pm on (0232) 812531.

● Game Boy with 8 games and AC adaptor. Games include Super Mario and Double Dragon II. Brand new, an unwanted gift. Worth over £200 sell for a great bargain of £60 ono. Phone (081) 907 7339.

● NES for sale, includes 7 games Mario 1, Roller Games, Track & Field 2, Solstice, Elite, Kick Off, and Parasol Stars. Everything boxed, excellent condition, sell for £130 ono. Ring John after 6pm on (0923) 827431.

● PC Engine GT Colour a Handheld with 7 games and carrying case, excellent condition, worth over £350, will accept £200 ono. I pay the postage. Tel (0702) 469518.

● For sale GB games £12 each, Bart vs The Juggernauts and Swamp Thing and WWF 1. Call Clarke on (0698) 265611.

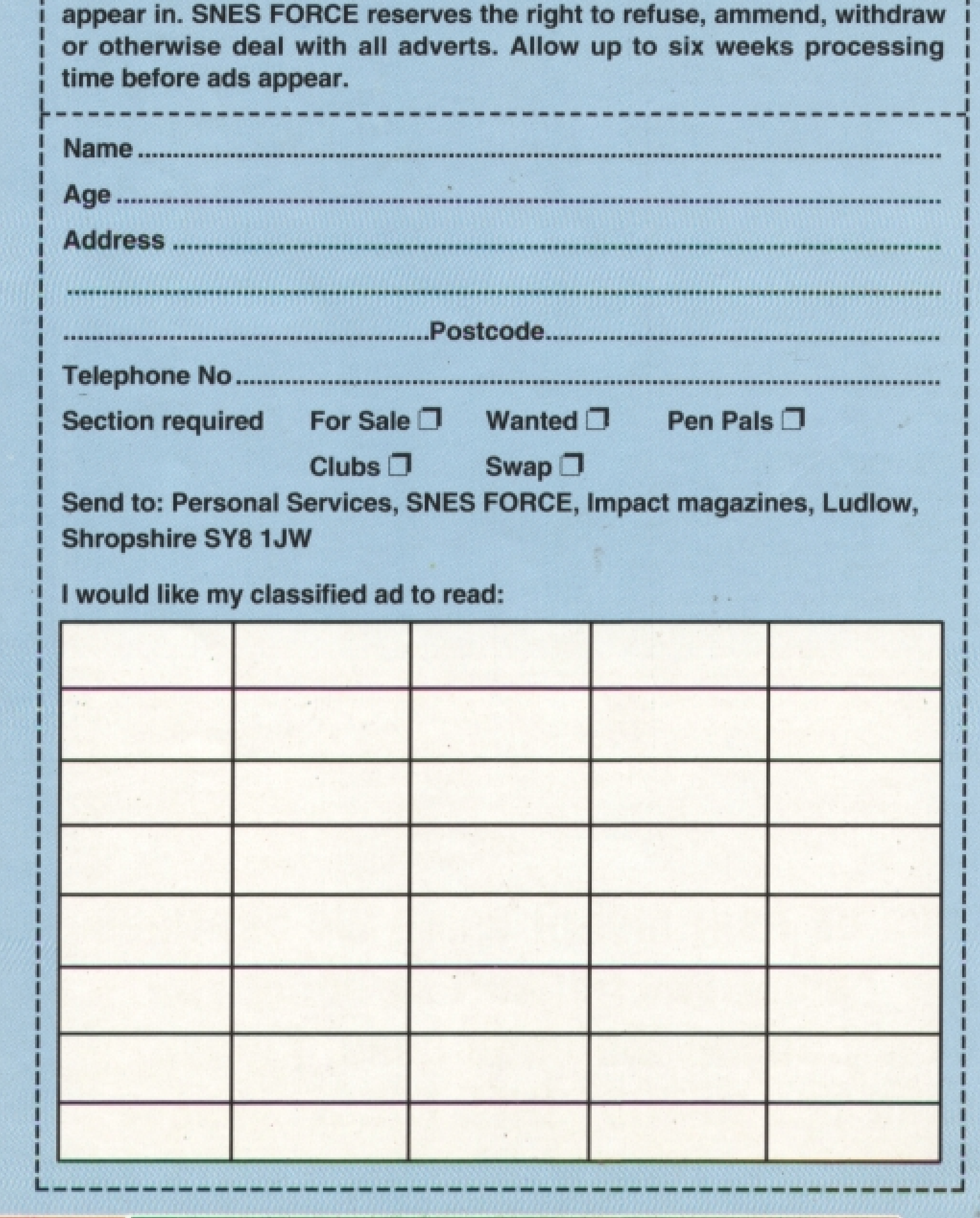
● For sale, SNES plus keypad and convertor for US or Jap games. Two games included, Jimmy Connors pro Tennis, Tour And Wings 2 (USA). For sale at £130 all boxed, ask for Wayne.

● For sale, Lynx (Atari), 3 games, brand new, rechargeable batteries only £60 ono. Ask for Mark after 5pm, also swap Mario Kart for Zelda III (UK). Ring (0255) 240237.

● SNES with 2 control pads, 1 game Street Fighter II as new with books, will sell for £120 ono. Ring Mike on (0424) 434 438.

● Amiga 500+, 1 meg memory tons of games, including Flash Back, Mouse 2, joysticks. Ring (0908) 316088, or swap for US SNES or UK SNES.

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● Swap Dragon's Lair on SNES (UK) for Tiny Toons (UK) version if possible. Ring Darren on (081) 840 7678.

● I'll swap my Nintendo with 3 games and a Game Genie for a NEO GEO with Art of Fighting or will sell for £75. Tel Steven on (0773) 719451.

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● Swap Hook Fire and Ice and Cruise for a Corpse on the Amiga for Action Replay for the Snes. Write to Jason at 92 Eltham Rd, Lee, London, SE12 8UE. If local I will pick up.

● Wizard Warriors, and Castlevania on the NES 8-bit and Game Boy games for swap. All with instructions and boxed as new. or buy for £20 each. Also Lynx games wanted cheap. Contact Jenn on (0263) 513838. Hurry for the best games.

● SNES Batman Returns US import swap for US import version of Brawl Brothers if interested contact (0227) 274729 after 6pm. Also for sale Gauntlet II on Game Boy boxed, mint condition, £15.

Wanted

● SNES games, I will pay up to £25, I will also swap my large selection of carts from £5. Phone Brian after 2pm (0463) 221173, or write to Brian Usher, Top left block, 58 Crown Street, Inverness, IV2 3AZ.

● Wanted Dyna Blaster for a G-Boy swap it for two — yes two — of my games. Phone James on (0924), also wanting other games.

● Wanted John Maddens '93, and NHLPA Hockey for SNES. Must be boxed with instructions, will pay £25 for each. Call (081) 997 3076.

● Wanted SNES games — will consider any, but don't bother to ring if you want more than £20 for your game. Also (UK) Street Fighter 2 for sale £35, Super Bowling £30. Tel (0262) 671434 after 6pm.

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● Cheat attack! The most comprehensive SNES cheats library ever! With 140 games busted, can you afford to miss out? Send SAE for further details to David at 11 Chalfont Close, Beddau, nr Pontypridd, Mid Glam, CF38 2SA.

● Beam me up Scotty, he's dead Jim, fascinating etc, for more sayings like that, contact Starbase One, the brightest Star Trek fan club in the galaxy! Send a SAE for details to Steven J Howlett, 1 Solva Rd, Clase, Swansea, SA6 7NX.

● SNES monthly, fanzine for the Super NES including tips, codes, news, reviews and features.. Ring (0732) 832436 and ask for Phil (after 5pm)

● Monthly SNES fanzine contains reviews, previews, news tips and cheat letters and lots more. For more info write to:18 Leslie Crescent , St Michaels, Tenderden, Kent, TN30, remember to send a SAE.

Pen Pals

● Pen pal wanted boy or girl aged between 12/14. Write to Phillip at 40 Beverley Rd, Pendlebury, Swinton, Lancs, M27 1HY, write soon please!

● Pen pal wanted, boy or girl 100% reply. Write to Steven Ridley, 53 Loose Lane, Sompting, W Sussex, BN15.

● 14 year old SNES owner seeks female SNES owner, around same age to write to. Send letters to Philip at 64 Bensham Manor Rd, Thornton Heath, Surrey, CR7 7AB. Please enclose a photo. Hope to hear from you soon!

● 19 year old male wants 15-20 year old female pen pals. In Leeds area - replies please to Carl Worrall, 4 Spring Valley Walk, Bramley, Leeds, LS13 4TX. Write soon! Photo if possible.

● Penpal wanted, 12 years old must be male and must be interested in SNES and/or Commodore 64/128 programming, Write to Aaron, 19 Marina Drive, South Shields, Tyne & Wear, NE33 3NH. Photo if possible.

● Hello my name's John Killick I am 14 years old and I live in B.C. Canada right next to the United States. I have all the latest cheats, especially SNES Game Genie codes. Write to 112, 8451, Westminster Highway, Richmond B.C., 46X3E, Canada.

The
Guide Directory
E n q u i r i e s

The ultimate reference guide to every Super Nintendo game continues to be our aim, and with over 200 games reviewed and rated we're almost there.

Acrobat Mission
● Teichiku
Good soundtrack, doesn't make up for the unoriginal gameplay. **Force 65%**

Actraiser
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end. **Force 87%**

Addams Family
● Ocean
A lively one-player game with slick presentation and a funky soundtrack. Instantly addictive. **Force 88%**

Aguri Suzuki
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really! **Force 83%**

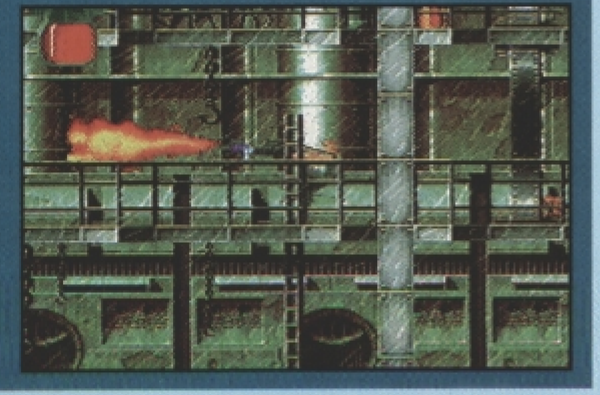
Aliens vs Predator
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment! **Force 39%**

Another World
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side. **Force 85%**

Arcana
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay. **Force 57%**

Assault Suits Valken
● MCS
Japanese version of Konami's superb shooter Cybernator. **Force 89%**

Alien 3
● Acclaim
Possibly the best shoot-em-up ever! Superb atmospheric graphics and excellent sound give the action an excellent feel. The missions are varied and very challenging. Guaranteed to keep blast fans occupied for ages. **Force 92%**



Astral Bout
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating.
Force 42%

Augusta Masters
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay.
Force 81%

Axelay
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability. **Force 90%**



Bart's Nightmare
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack. **Force 87%**

Batman Returns
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough. **Force 82%**

Battle Blaze
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each! **Force 33%**

Battle Clash
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow! **Force 35%**

Battle Grand Prix
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though! **Force 75%**

Best of the Best
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.
Force 81%

Big Run
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about!
Force 25%

Bill Lambier's Combat Basketball
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay. **Force 45%**

Blazeon
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability. **Force 55%**

Blazing Skies
● Namcot
Also known as Ace's High, this WWI Flying sims recreates the thrills and spills of historic dog fights. **Force 72%**

Blues Brothers
● Titus
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode. **Force 82%**

B.O.B.
● EA
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem. **Force 86%**

Bubsy the Bobcat
● Accolade
Cosmetically excellent platformer let down by annoying controls. One hit and die system makes for frustrating gameplay. **Force 70%**

Bulls vs Blazers
● EA
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball. **Force 78%**

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

Arcade
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

Adventure/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

Beat-'em-up
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

Platform
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

Cacoma Knight
● Datam
Very weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for while but not much lastability. **Force 72%**

California Games 2
● DTMC
Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty! **Force 36%**

Cal Ripken Jr Baseball
● Mindscape
A fun baseball sim with good FX and sampled speech. Great cut away close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players. **Force 68%**

Cameltry
● TAITO
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay. **Force 68%**

Castlevania IV
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around. **Force 88%**

Chester Cheetah
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow. **Force 65%**

Chuck Rock
● Sony
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though! **Force 87%**

Clue
● Parker Bros
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable. **Force 66%**

Contra Spirits
● Konami
Released in the UK as Super Probotector. An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though. **Force 92%**



Combat Tribes
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed. **Force 47%**

Cosmo Gang: the Video
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer. **Force 45%**

D-Force
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only. **Force 44%**

Darius Twin
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action. **Force 50%**

David Crane's Amazing Tennis
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option. **Force 86%**

Desert Strike
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay. **Force 87%**

Dinosaurs
● IREM
Great graphics but needs more levels — difficulty option adds variety. **Force 81%**

Dragon's Lair
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell. **Force 87%**

Drakkhen
● Infogrammes
Plenty of playabilty and depth once you get past the early levels. **Force 80%**

Exhaust Heat II
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant! **Force 84%**

Extra Innings Baseball
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay. **Force 87%**

F-Zero
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun. **Force 92%**

F1 Exhaust Heat
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up. **Force 85%**

F1 Super Driving
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives! **Force 82%**

Faceball 2000
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved. **Force 72%**

Fatal Fury
● Takara
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play. **Force 65%**

Final Fight
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option. **Force 79%**

Final Fight 2
● Capcom
A rehash of *Final Fight* with a new difficulty setting. Excellent sprites and animation, but no thinking required. No challenge — *SFII* it ain't. **Force 60%**

Final Fight Guy
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though! **Force 75%**

First Samurai
● Kemco
Good special moves make this an enjoyable challenge. Gameplay can be frustrating. **Force 69%**

Final Fantasy II
● Square
An excellent introduction to RPGs but lacks serious challenge. One for beginners only. **Force 76%**

Formula One Circus
● Nichibutsu
Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds. **Force 58%**

Gamba League
Japanese version of Extra Innings.

George Foreman's KO Boxing
● Acclaim
Nasty Boxing sim, even the two-player option doesn't save it. **Force 45%**

Geoman Warrior
Japanese version of The Legend of the Mystical Ninja.

Gods
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better. **Force 81%**

Golden Fighter
● Culture Brain
Annoying fighting game let down by poor the animation and gameplay. **Force 54%**

Gradius III
● Konami
One of the original horizontal shooters and the inspiration behind Parodius. Loads of great weapons and power-ups and super graphics. **Force 87%**

Gun Force
● Irem
Challenging but slow blaster with good graphics. **Force 70%**

Harley's Humongous Adventure
● Hi-Tec Expressions
One of the worst platform games around. We loathed it. **Force 36%**

Hat Trick Hero
Also known as Super Soccer Champ. Amusing but unrealistic football game with two-player option. Good graphics but frustrating gameplay. **Force 86%**

Puzzle
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

Shoot-'em-up
It all started way back with *Space Invaders* and *Asteroids*. Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '…the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

Sports/Racing
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

Sims/Strategy
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '…it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

Hit The Ice
● TAITO
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skilful play. Tedious in one-player mode slightly more interesting for two. **Force 49%**

Hole in One
● Hal
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring. **Force 53%**

Home Alone
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said! **Force 18%**

Home Alone 2
● T•HQ
A vastly improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh. **Force 65%**

Hook
● Sony
Looks great, sounds great but falls down on playability. **Force 81%**

Human Grand Prix
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option. **Force 81%**

IREM Skins Game
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash. **Force 86%**

Jack Nicklaus Golf
● Konami
Good golf sim, but limited number of holes to play. **Force 77%**

Jaki Crush
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir! **Force 58%**

James Bond Jr
● T•HQ
Unrealistic scrolling, awful sound and nasty animation. **Force 43%**

James Pond's Crazy Sports
● Storm/Sales Curve
James should stick to platformers — cute sprites but gameplay requires a pummelling of the joypad rather than skill. Nothing to interest serious players. **Force 38%**

Jerry Boy
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat. **Force 88%**

Jeopardy
● Gametek
Console conversion of American general knowledge TV quiz show. Needless to say all the questions are about America! **Force 45%**

Jimmy Connors' Tennis
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun. **Force 70%**

Joe & Mac
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey! **Force 84%**

Joe & Mac 2
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay! **Force 88%**

John Maddens Football
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel! **Force 45%**

John Maddens '93
● EA
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun. **Force 90%**



Ka-Blooey
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms. **Force 80%**

Kikikaikai
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians. Well worth a look! **Force 85%**

King Arthur's World
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay. **Force 82%**

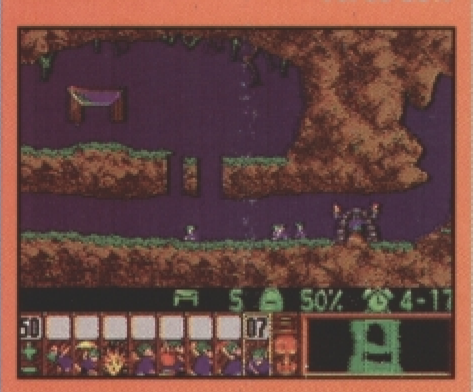
King of the Monsters
● Takara
Great animation but dodgy music and poor FX mean you'll soon get bored. **Force 70%**

King Of The Rally
● Meldac
Sparse racing game with good graphics but not enough challenge and limited lastability. **Force 65%**

Krusty's Super Fun House
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive! **Force 82%**

Lethal Weapon
● Ocean
Run-of-the-mill shooter with very sad gameplay. **Force 57%**

Lemmings
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning. **Force 90%**



Lost Vikings
● Interplay
One of the most original games to grace the SNES. *Lost Vikings* combines excellent cartoon-style graphics with addictive gameplay. One of the best game's released this year and a must for puzzle fans, others will be quickly converted. **Force 91%**

Magic Adventure
● Bandai
Unusual Japanese game with good graphics but bland gameplay. **Force 77%**

Magic Sword
● Capcom
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow. **Force 64%**

Mario is Missing
● Mindscape
A valiant attempt at an edutainment game using the popularity of the Mario Bros. Let down by restricted gameplay and difficulty. **Force 42%**

Mario Paint
● Nintendo
Fun-packed but basic art package for kids. **Force 82%**

Mech Warrior
● Activision
A complicated action and strategy title. **Force 79%**

Mickey's Magical Quest
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting. **Force 91%**

Monopoly
● Parker Bros
Bad sound and FX make this poor conversion of the board game very boring indeed — horrible! **Force 25%**

Mortal Kombat
● Acclaim
Excellent graphics and gameplay, but lacks the challenge of *SFII*. Great sound, good two player game. **Force 87%**

Musya
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing. **Force 60%**

Mystical Ninja
● Konami
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant! **Force 88%**

NBA All-Star Challenge
● Acclaim
Simplistic basketball sim with good graphics and five small sub-games but no match option. **Force 63%**

NCAA Basketball
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect. **Force 86%**

NHLPA Hockey
● EA
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92. **Force 81%**

NHLPA Hockey '93
● EA
Updated sequel with improved playability, loads of stats and furious fighting scenes. **Force 86%**

Nigel Mansell's F1 Challenge
● Gremlin
A polished, fast paced and very playable racer, with a full season's racing and a password system. A high speed drive without the rigmarole of a complex sim. **Force 82%**

Nolan Ryan's Baseball
● Romstar
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay. **Force 64%**

On The Ball
See Cameltry

Out of this World
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive. **Force 85%**

Paperboy 2
● Mindscape

Arcade | Adventure/RPG | Beat-'em-up | Platform

A horrible conversion of a horrible game. Very dated and very poor. **Force 33%**

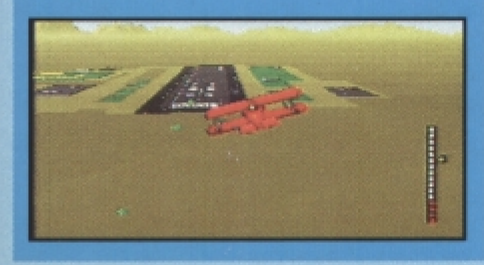
Parodius
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy though! **Force 87%**

Pebble Beach Golf
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course but it's very good! **Force 83%**

PGA Tour Golf
● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey… that's golf! **Force 85%**

Phalanx
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics. **Force 74%**

Pilotwings
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game! **Force 91%**



Pipe Dream
● Kemco
A two-player puzzler high on good graphics but short on thrills. **Force 74%**

Pit-Fighter
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard. **Force 36%**

Pocky and Rocky
● Natsume
See Kikikaikai

Pop 'n Twinbee
● Konami
This colourful shooter combines the excellent graphics of *Axelay* with cute appeal of *Parodius*. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode. **Force 80%**

Populous
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money. **Force 81%**

Power Athlete
● Kaneco
Oh no, another SF2 clone, only with graphics a Game Gear would reject! **Force 25%**

Powermonger
● Powermonger
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating. **Force 64%**

Prince of Persia
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system! **Force 89%**

Pro Quarterback
● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete. **Force 66%**

Pugsley's Scavenger Hunt
● Ocean
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though! **Force 85%**

Push Over
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga. **Force 78%**

Q*Bert 3
● NTVIC
Cool graphics but monotonous gameplay soon gets boring. **Force 84%**

Race Driving
● T.HQ
One of the worst racing gams of all time. **Force 25%**

Radical Psyche Racing
● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful. **Force 26%**

Raiden Trad
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else. **Force 65%**

Rampart
● EA
Wall-building sim with below average graphics and poor sound — lacks depth and playability. **Force 51%**

Ranma 1/2
● NCS
Cutesy Japanese Anime beat-'em-up based on popular cult cartoon. A fluffy version of SF2 Weird and wacky but not as good as the sequel. **Force 80%**

Ranma 1/2 Part 2
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy! **Force 85%**

Rival Turf
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls. **Force 55%**

Road Runner: Death Valley Rally
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls. **Force 84%**

Robocop 3
● Ocean
Above average backgrounds but bad animation and sprites, make gameplay far too frustrating. **Force 48%**

Roger Clemens MVP Baseball
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. **Force 45%**

Royal Rumble
● Acclaim
This sequel to *WWF Wrestlemania* is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately too easy. **Force 80%**

RPM Racing
● Interplay
Off-Road style racer with cool split screen for simultaneous two-player head-to-head challenge. **Force 68%**

Rushing Beat Run
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay. **Force 74%**

Sim City
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages! **Force 88%**

Sim Earth
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation. **Force 74%**

Sküljagger
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase. **Force 62%**

Sky Mission
See Blazing Skies

Smart Ball
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy. **Force 87%**

Sonic Blast Man
● Taito

Shadow Run
● Data East
Addictive and playable adventure/RPG with cool sounds, vivid sprites and logical puzzles. Rivals *Zelda* for best of its class — Superb. **Force 92%**



Active animation and colourful backdrops but too repetitive to provide a lasting challenge. **Force 69%**

Soul Blazer
● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it. **Force 84%**

Spanky's Quest
● Natsume
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited lastability. **Force 75%**

Spiderman and the X-Men
● Acclaim
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only. **Force 75%**

Spindizzy Worlds
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating. **Force 82%**

StarFox
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though. **Force 85%**

StarWing
Official UK version of StarFox.

Strike Gunner
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy! **Force 63%**

Striker
● Elite
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun. **Force 82%**

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

Street Fighter II
● Capcom
The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill. **Force 92%**



Street Fighter 2 Turbo
● Capcom
With superb speed, sound, graphics and addictiveness *SFII Turbo* is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you. Buy it! **Force 96%**



Super Action Football
● Nintendo
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class. **Force 77%**

Super Adventure Island
● Hudson Soft
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay. **Force 84%**

Super Aleste
● TOHO
A fast vertical shoot-'em-up that's really rather nice and detailed. **Force 78%**

Super Bases Loaded
● Jaleco
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation. **Force 45%**

Super Batter Up
● Namco
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay. **Force 83%**

Super Battletank
● Absolute
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy. **Force 57%**

Super Bomber Man
● Hudsonsoft
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience. **Force 78%**

Super Bowling
● Technos
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time. **Force 70%**

Super Cup Soccer
● Jaleco
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards! **Force 72%**

Super Double Dragon
● Tradewest
Traditional rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two. **Force 70%**

Super Dunkshot
See NCAA Basketball

Super Fire Pro Wrestling
● Human
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game. **Force 45%**

Super Formation Soccer
● Human
Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option. **Force 84%**

Super Formation Soccer 2
● Human
Fun four player mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original. **Force 70%**

Super Goal
See Super Cup Soccer

Super Ghouls 'n Ghosts
● Capcom
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills. **Force 89%**

Super James Pond
● Ocean
This classic features some of the most colourful graphics of any SNES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players. **Force 85%**

Super Kick Off
● Anco
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay. **Force 76%**

Super Mario Kart
● Nintendo
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers. **Force 90%**



Super Mario World
● Nintendo
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone. **Force 95%**



Super NBA Basketball
● Tecmo
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available. **Force 88%**

Super Off-Road
● Tradewest
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring. **Force 51%**

Super Pang
● Capcom
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive. **Force 86%**

Super Play Action Football
● Nintendo
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well... **Force 77%**

Super Pro Baseball
See Super Bases Loaded

Super Probotector
See Contra Spirits Also known in US as Contra III

Super R-Type
● IREM
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting. **Force 83%**

Super Smash TV
● Acclaim
Gruesome blaster based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too long too get to grips with. **Force 87%**

Super Soccer Champ
See Hat-Trick Hero

Super Strike Eagle
● Microprose
A fast and furious flight sim featuring excellent mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though. **Force 79%**

Super Strike Gunner
● NTVIC
Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all. **Force 55%**

Super Swiv
● Storm
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable. **Force 78%**

Super Tennis
● Nintendo
Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very

Arcade | Adventure/RPG | Beat-'em-up | Platform

Super Star Wars
● JVC
One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard!) to be believed. **Force 92%**



addictive and very realistic. One of the best sports games ever. **Force 88%**

Super Tetris 2 + Bombliss
● BPS
Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers. **Force 85%**

Super Valis
● Telenet
Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay is unchallenging. **Force 60%**

T2 Judgment Day
● Acclaim
Another disappointing film licence. *T2* promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lastability. **Force 46%**

Taz-Mania
● T• HQ
A original combination of racing game and collect-'em-up. The graphics and the sound is excellent although gameplay becomes repetitive. **Force 86%**

Terminator
● Mindscape
Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring. **Force 55%**

Test drive II
● Accolade
Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement. **Force 78%**

The Hunt For Red October
● Hi-Tech Expressions
Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims. **Force 55%**

Tiny Toons
● Konami
Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game — but the fun finishes far too quickly. A joy to play and a brilliant laugh but too easy! **Force 87%**

The Rocketeer
● IGS
Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections. Gameplay lacks excitement and challenge — the graphics are passable but that's about it. **Force 45%**

Thunder Spirits
● Seika
Another in a long line of samey Japanese shooters. Decent graphics but nothing in the gameplay department to stimulate interest. **Force 65%**

Tom and Jerry
● Hi-Tech Expressions
A god-awful, lifeless conversion of a classic cartoon. Some really good graphics but the annoying control system makes gameplay really frustrating . **Force 44%**

Top Gear
● Kemco
Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down . **Force 88%**

Troddlers
● Storm
An unoriginal, well made puzzler. Fun in two player mode but one player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated. **Force 65%**

Tuff E Nuff
● Jaleco
An above average beat-'em-up with large sprites, impressive speech and an action replay feature. Lacks challenge in one-player mode and the glitchy animation becomes frustrating. **Force 65%**

Turtles In Time
● Konami
Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety. **Force 75%**

Ultraman
● Bandai
Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless. **Force 51%**

UN Squadron
● Capcom
One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen. **Force 83%**

Waialae Country Club
● T&E Soft
Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is just to slow **Force 76%**

Warp Speed
● Accolade
Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet. Maybe a bit dated but still enjoyable. **Force 75%**

Wheel Of Fortune
● Gametek
American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player. The highlight for many is the digitised Vanna White but even she can't save the show. **Force 37%**

Wing Commander
● Mindscape
An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slow down when the action gets really hot. **Force 84%**

World Class Rugby
● Imagineer
Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup. The control system is a little awkward and unrealistic but good fun nevertheless. An excellent attempt at console rugby. **Force 78%**

Wordtris
● Spectrum Holobyte
A strange and disappointing twist to Tetris. Matching letters instead of blocks doesn't work anywhere near as well. Whereas the original Tetris was fast, compulsive playing this is nowhere near as addictive and playable. **Force 45%**

WWF Wrestlemania
● Acclaim
A good arcade conversion capturing all the thrills and spills of WWF wrestling. All the WWF legends are featured — Hulk Hogan, Randy Savage, The Undertaker etc. Tough at first with a lot of button prodding — limited for one. **Force 83%**

X-Zone
● Kemco
Another SuperScope game, and easily the best of a *very* bad bunch. The aim of this shooter is to overcomes the defences of a computer that's gone out of control. **Force 61%**

Xardion
● Asmik
Boring Jap blaster with some neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay although this raises it to a just-above-average status. **Force 60%**

Zelda 3 : A Link to the Past
● Nintendo
A superb and unsurpassed RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.
Easy to get into, very hard to get out of and even harder to complete. Without a doubt the best RPG ever — can't wait for the sequel! **Force 93%**



Next month, Directory Enquiries gets a complete overhaul — more games, more reviews and more unbiased ratings. So before you decide to spend your hard-earned money on a new cart, make sure you consult the most informative Super Nintendo games reference guide.

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

The Art of Noise

Like a movie, a game without music has a very different effect on the audience. Ocean software musician Dean Evans gave us an insight into the world of video game music...

Soundtracks and effects play as important a part as the coding itself, and gives the finished product a whole new perspective. Dean Evans entered the software industry just over eighteen months ago, and although he only claims to be an average keyboard player (a severe case of modesty we think), he was instantly snapped up after sending out various demos of his work. In no time at all, Dean was in the thick of things and enjoying life: 'It's better pay than my first job for a start.' Dean exclaimed.

After a few conversions on the Commodore 64 and Atari ST, he progressed to writing with on both computer and console formats. Past successes include *Lethal Weapon* and *Cool World* on the SNES.

The criteria involved in producing a music sequence varies depending on the machine it's being composed for and the deadline set — projects can be as advanced as three months or as tight as two weeks. If the design is particularly large, three or more musicians work on it together.

Play it again Dean

Not having to adhere to any strict programmer's plans on how the music should sound, Dean is free to experiment and produce his own music scores. Says Dean: 'We're shown the sequence that needs music and I'll ask if anything needs to be specifically included. Then I think up a piece and wait for the feedback.' Dean records tracks via a keyboard with a JD 800 for sampling, a Kenwood amplifier, Diamond mixing desks and an M1 module amongst other technology. The preliminary tracks are then saved as a file and passed on to the programmers who in turn transform the file into computer-readable data. The finished sequences may be chopped and changed considerably, but once everybody is happy it's then tied into the game — tunes fading in and out on the title screen, sudden changes when something nasty appears on screen and so on.

Sound effects enhance a game to an unbelievable degree. Imagine a beat-'em-up without any crunching effects — it wouldn't be half as good. Dean's latest project, *Jurassic Park* on the PC, features over 300 sound effects!

Jurassic's SNES soundtrack has been created in America by Jonathan Dunn, but as Dean explains, the difference in music is specifically designed to reflect the variation in game styles: 'The SNES version has a dance feel, as it's more of a shoot-'em-up, whereas the PC is slightly more atmospheric to suit its RPG qualities. Both sound different from the movie as a lot of the film tracks weren't really suitable for what's in the games.'

As many effects are used as the memory will allow and that also applies to soundtracks, as Dean explains: 'Many demos that get sent to us consist of over 400k. With a track that big, you wonder where the game's going to go.'

"With computers you're really restricted to what the machine can do but with CD... whatever you want, basically."

Face the music

Of course memory size differs in each system, as do the capabilities of each machine. The Amiga, for example, only has four stereo channels while the SNES has eight. Thanks to specially written utilities, Dean can compose pieces directly for the SNES which saves time, especially if a deadline is looming.

Like any other musician, Dean is influenced by various styles of music but it's not always possible to draw upon these for a game.

'I like classical and jazz,' comments Dean 'and I try to use these where I can but it's not always possible. For instance, one of the games coming up requires some thrash'. Adapting to different styles is all part of the job.

Considering advances in technology, it's apparent that there is a lot in store for game music as Dean himself says: 'The future looks very promising, with everyone breaking into the CD scene to really demonstrate their talents. With computers you're really restricted to what the machine can do but with CD... whatever you want, basically.'

But has Dean ever wanted to branch out into other fields in the music industry? 'I'd like to get involved with film soundtracks but as far as pop stardom is concerned... it'd be nice, but I'm not into pop music as such.'

If you're interested in becoming a games musician, the key word to remember is 'variation': 'Tons of demos are sent in' proclaims Dean 'but most are rave or house tunes which really don't show off your talent.'

So next time you're playing through a certain game and a cute melody slinks on or a thunderous effect slices the air, give a thought to those that create the sounds. Without them, games would seem very dreary indeed. ■

Next Month On Sale 30th September

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'This was harder than the other two put together. But the results on screen were well worth it.' Micheal Lantieri Special dinosaur effects Jurassic Park.



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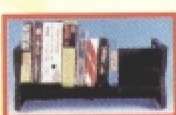
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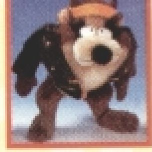
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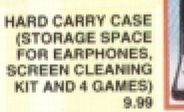
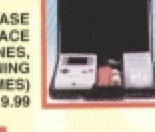
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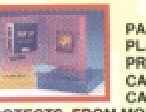
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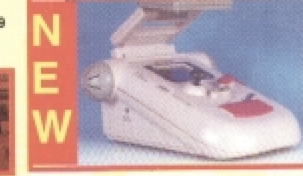
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